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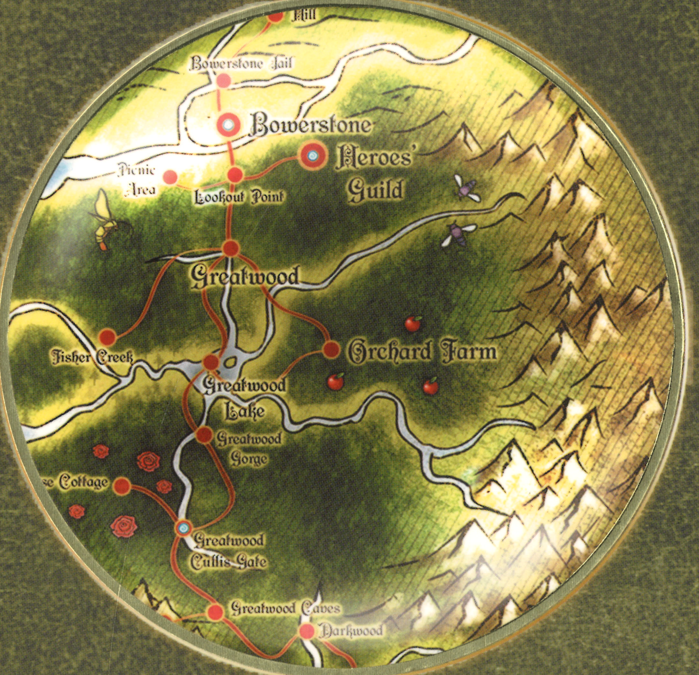
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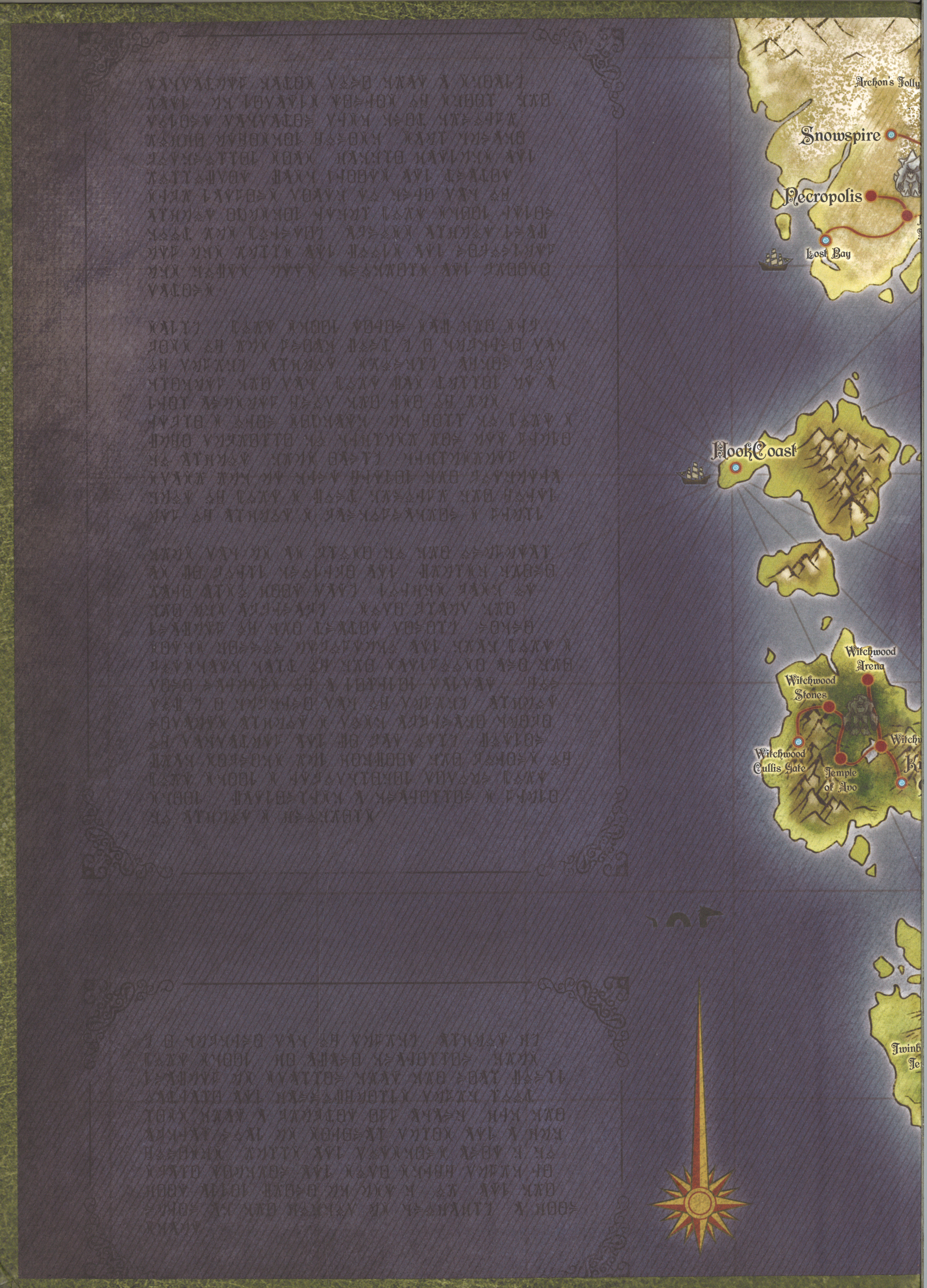
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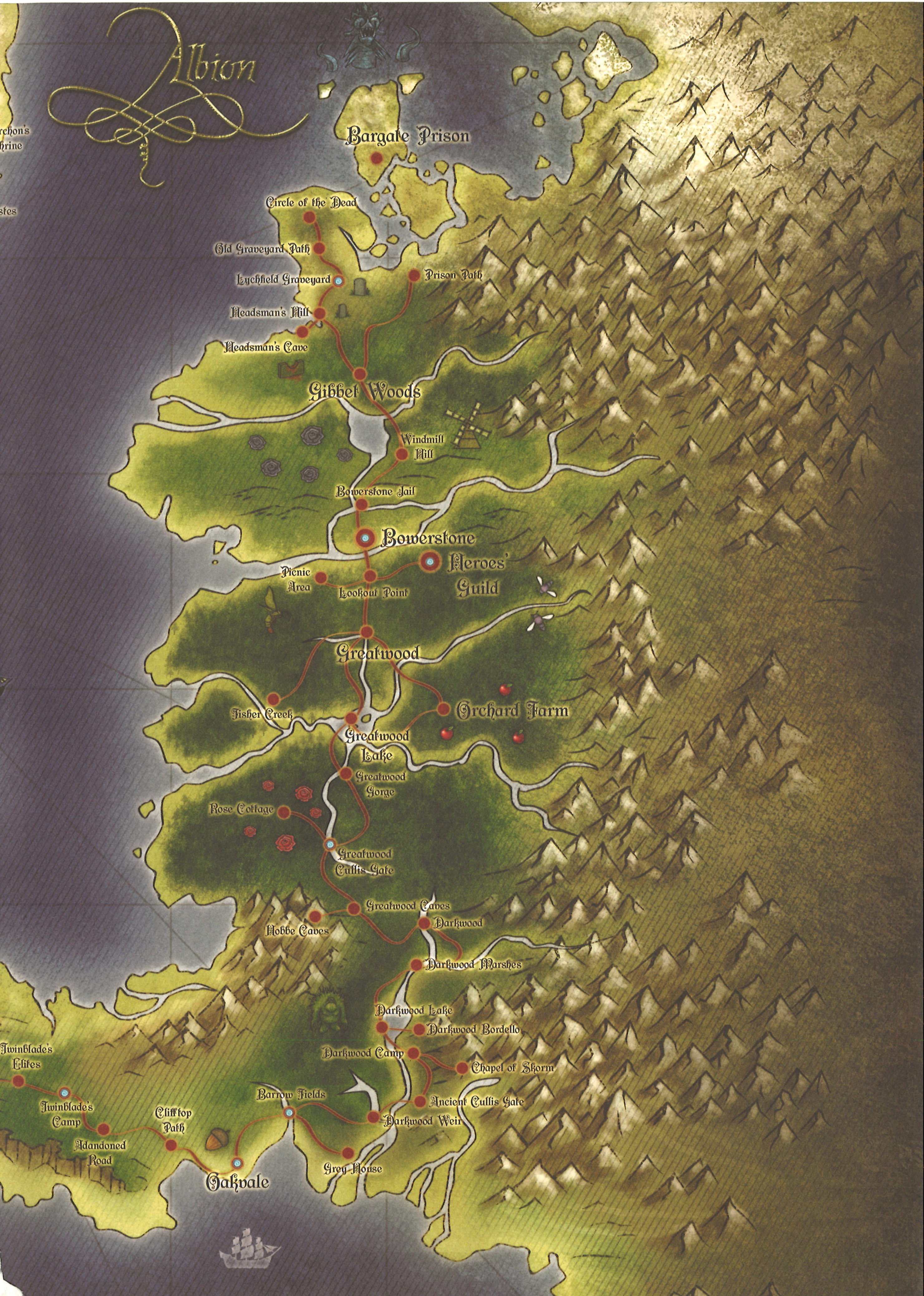
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Darkwood Bordello
Darkwood Camp
Chapel of Skorm
Ancient Cullis Gate
Darkwood Weir
Barrow Fields
Twinblade's Elites
Twinblade's Camp
Clifftop Path
Adandoned Road
Oakvale
Grey House

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CONTENTS

1. INTRODUCTION.......page 3

2. THE BASICS

Quests and Combat.......page 4

Experience, Attributes, Spells, and Classes.......page 10

Love, Life, Money, and Fame.......page 20

3. WALKTHROUGH

Prologue.......page 30

Lookout Point to Greatwood Caves.......page 38

Darkwood to Twinblade's Camp.......page 60

Witchwood to Grey House.......page 90

Windmill Hill to Hook Coast.......page 108

The Heroes' Guild to Archon's Folly.......page 140

4. WEAPONS, ARMOUR & STYLE CARDS.......page 158

5. ENEMIES.......page 230

6. APPENDIX

Silver Keys, Demon Doors, Hero Dolls, and Trophies.......page 240

Achievements and Avatar Awards.......page 260

Quest List.......page 268

7. BEHIND THE SCENES

Fable: The Making of a Hero.......page 272

The Art of Albion: Untold Tales.......page 310

For updates, information, and more strategy content about *Fable Anniversary* go to:

www.PrimaGames.com/FableAnniversary

Introduction

It seems only appropriate to open this guide by thanking the original *Fable* team, and everyone who worked tirelessly to make Albion a reality 10 years ago.

First to Ian, Dene, and Simon; thanks for coming up with the concept of *Fable* and for inviting so many of us to contribute to your wonderful world. Thanks also to everyone from Big Blue Box (who I know will forever cherish the memories of playing football on the "Field of Dreams") and to Peter and the Lionhead team; I'm sure everyone fondly recalls Spandau Ballet's "Gold" ringing out across the studio on the day that *Fable* was *finally* finished!

Last but not least, thanks to Microsoft Studios. I'm certain that many publishers would have run a mile on hearing the term "lady of the night," but Microsoft gave us the freedom and support to make *Fable* the success it has become today—we couldn't have done it without them.

Fable truly is a reflection of the many crazy, memorable moments that occurred throughout development, the pretty little village of Godalming in England that inspired so much of Albion, and, of course, every single person who poured blood, sweat, and tears into the making of the game—as the gravestones found in Albion can attest!

Fable Anniversary is our way of celebrating that beloved, decade-old classic, and of thanking our enthusiastic fans—without whom we wouldn't be here today. Many have expressed a desire to see a fully remastered edition of *Fable: The Lost Chapters*, and finally that dream has been realised.

Given the love for *Fable*, expectations for *Fable Anniversary* are understandably high. Indeed, at times, the remastering process has felt more difficult than making a brand new game! What is "charm" versus "out-of-date?" When is the original way still the best, and what could be better? These are delicate issues that we've worked hard on, knowing that the original development team—and *Fable*'s many fans—will expect nothing but the best.

To the *Fable Anniversary* team, another big thank you for showing the same passion and commitment that the original team displayed in the run up to *Fable*'s 2004 release, and for bringing the nostalgia back to the fans who joined us on this incredible journey so long ago.

I'll end on a final, reflective note: a decade is a very long time! This time 10 years ago, I was merely an 18-year-old tester at Lionhead, still pinching myself about the fact that I *actually* worked on a video game—the stuff my childhood dreams were made of—and praying that my contract would be extended by just one more month.

Fortunately my prayers were answered, and the 10 years since have been the best of my life. We reached the "next-gen" of consoles (now "last-gen!") with *Fable 2* and *Fable 3* on Xbox 360, we brought the series to a whole new audience with *Fable Heroes* and *Fable: The Journey*, and now an exciting, new, gaming generation has arrived, bringing a wealth of exciting opportunities for the future of *Fable* with *Fable Legends* and beyond.

Thanks to everyone who has ever been a part of *Fable*, and here's to another decade of Albion—truly a one-of-a-kind place!

Ted Timmins
~ Fable Anniversary Lead Designer / Fable Franchise Manager

Chapter 2.1 ~ The Basics: Quests and Combat

So you want to be a Hero, eh? Well, wait just one moment, adventurer. You might have the looks and a lust for carnage, but even old Maze himself had to start somewhere. That's what this chapter is for, offering up everything a Hero should know before racing face-first into battle. You'll learn a little of life, a little of love, and, of course, a lot about wielding a bloody big weapon. No need for thanks, mind—a little Gold should do the job just as well....

Questing

Quests are the meat and potatoes of Hero-dom in *Fable*. If you don't do quests, you're just a funny-looking man with a whacking great sword. Thankfully, you can barely move a foot in Albion without someone chucking a quest at you—so why not just accept your lot in life and get stuck in?

You'll encounter three different types of quest during your time as a Hero, each slightly different in scope but all showering you with Gold and significant quantities of Renown. That's good; you'll like Renown.

GOLD QUESTS

Gold Quests are required to advance through *Fable's* story. You'll be notified whenever a new Gold Quest is available, and most are accepted at the Map Table in the Heroes' Guild. Should you have a sudden, pressing, real-life engagement mid-way through play, never fear—*Fable Anniversary's* new checkpoint system automatically saves your progress as you move between regions during Gold and Silver Quests. If a quest isn't currently active, you're free to save at any time.

SILVER QUESTS

Silver Quests are entirely optional but often bring significant rewards. Check the Map Table at the Heroes' Guild frequently for new Silver Quests.

BRONZE QUESTS

Bronze Quests are a little different from the others insofar as they're largely open-ended, ongoing affairs based around item gathering. Bronze Quests won't earn you a whole lot of money or Renown, but their rewards can still be valuable. Unlike Gold and Silver Quests, Bronze Quests are usually initiated by talking to characters around Albion.

ESCORT MISSIONS

Many quests demand that you bring a civilian along for the ride - and keep him alive for the duration. Given that Albion's great unwashed rarely show much proficiency with a blade, escort missions can be testing affairs. However, there are a couple of tricks that should make your life easier.

- Learn the Heal Life Spell as early as possible. If used close to your companion, he'll enjoy a bit of a health top-up, too.
- You can leave and return to certain locations without causing enemies to re-spawn. These areas are an escort's dream—simply command your charge to "Wait" in the previous zone, then collect them once the path ahead is clear. Unfortunately, you won't always be so lucky. In locations where enemies reappear on your return, make your charge "Wait" near the entrance and ensure that opponents don't slip through your wall of whirling blades and Spells.

NOTE

It's best to avoid certain area-of-effect Spells—such as Fireball or Force Push—during escort missions as your companion is almost guaranteed to wander into their boundaries on a whim. Likewise, Ranged weapons are risky as your blundering chum can easily stroll into your arrow's path. Stick to Melee weapons and you're far less likely to maim your pal.

Boasts

Real Heroes don't just quest, they quest with *finesse*. Often, when perusing a quest's description, you're given the option to "Take Quest and Boast." Select it and you're transported to Lookout Point where a crowd of admirers awaits. Here, you can choose from a list of Boasts—essentially, wagers in which you bet reward money on your ability to complete a quest in a certain way. Boasts range from the mundane to the fearsomely challenging (including some special, quest-specific Boasts), but all pay handsomely in Gold if completed successfully.

NOTE

If you select the "Take Quest" option, it's still possible to instigate a Boast. Just head to the podium at Lookout Point to get proceedings underway.

No Protection

This boast is a naturist's dream, demanding you do an entire quest in nothing but your undergarments. Unsurprisingly, No Protection makes the going considerably tougher so it's best saved for older quests that pose little challenge—unless you've always quite fancied the idea of being buried in your grumble-dingers.

NOTE

Using the Physical Shield Spell during this Boast elicits an automatic fail.

Fist Fighter

If you opt for the Fist Fighter Boast, weapons and offensive spells are off-limits. It's best to reserve this Boast for quests that require little in the way of combat—unless you have a right hook that would shame a pirate.

Without A Scratch

As its name suggests, this Boast requires that you complete a quest without taking any damage. Doing so is no mean feat, but the monetary reward is often significant. Ranged weapons and magic can help you avoid risky close-quarters combat, while the Physical Shield spell is invaluable here.

Rampage, Massacre, Etc.

These Boasts are the domain of Evil characters and mainly involve the wholesale slaughter of innocents. For that reason, Good characters should avoid these at all costs, unless you especially want to see that halo clattering around your ankles.

Guild Seal

You get the Guild Seal once you've graduated from the Heroes' Guild at the start of the game. This mysterious artefact has many uses but primarily enables the Guildmaster to contact you telepathically—either to dish out advice or alert you once a new quest is available. More practically, though, the Guild Seal enables fast-travel around Albion, either dumping you back at the Heroes' Guild or an active Cullis Gate, if you prefer.

Combat

Confrontation is an inevitable part of a Hero's life, and you're never too far from fisticuffs in Albion. Luckily, you have three main ways to deal with opponents (four if you include running away like a big girl's blouse) in the form of Melee, Ranged, and Will combat. Even if you have a preference up-front, it pays to get familiar with all three disciplines before you consider specialisation.

A Note on Controls

Fable Anniversary features two different control options. By default, you play using the classic *Fable 2* set-up, with a few tweaks to accommodate the Xbox 360's refined pad layout. For that authentic, nostalgic flavour, though, you can also use *Fable's* original control scheme. Of course, if none of those suit, you could always press your face against the screen and try controlling the game with your mind. Good luck!

Melee Combat

If you're the kind of Hero that likes to get up close and personal in combat, you're what questing experts refer to as a Melee fighter. Sword-swinging types should keep a few things in mind, though—such as the things listed below.

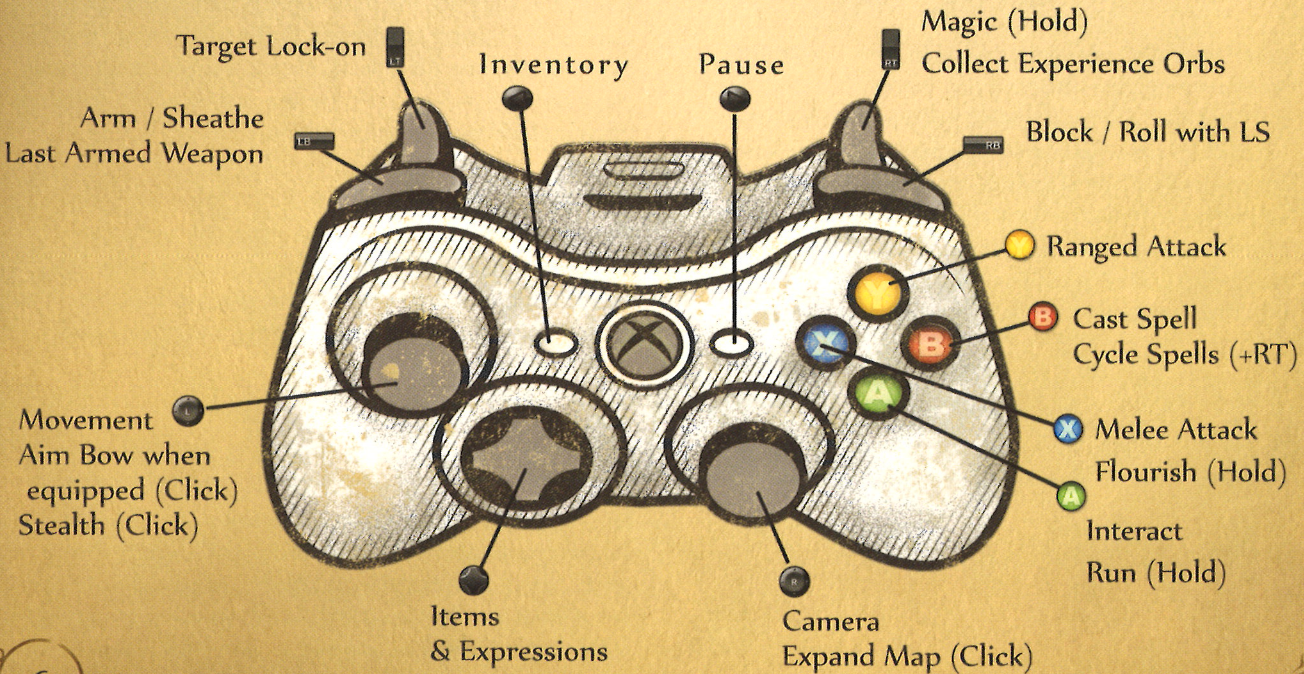
There are ten classes of Melee weapon in *Fable*—the Axe, the Cleaver, the Katana, the Longsword, the Mace, the Pickhammer, the Greataxe, the Greathammer, the Greatmace, and the Greatsword—and each differs in speed, range, and damage potential.

Once you're out on the battlefield, it shouldn't take long to realise that a high-damage-dealing weapon isn't automatically the most effective tool. In general, shorter, quicker weapons are best used against enemies with defensive fighting styles, while "Great"-style weapons make light work of non-blocking targets or large crowds. Experiment with different Melee weapon classes and their relative merits should soon become clear.

Melee Weapon Materials

Confusing matters further, there's another factor to consider when choosing your Melee weapon: what it's made from. Each Melee class contains five weapons and each weapon is crafted from a different material. From worst to best, Melee materials are as follows:

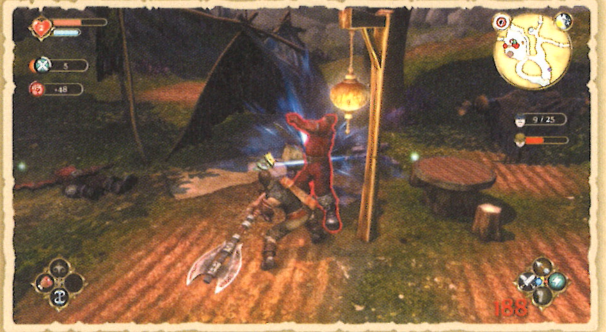
- Iron
- Steel
- Obsidian
- Master
- Legendary


Target Lock-on
LT
Arm / Sheathe Last Armed Weapon
LB
Inventory
Pause
RT
Magic (Hold)
Collect Experience Orbs
RB
Block / Roll with LS
Y Ranged Attack
B Cast Spell
Cycle Spells (+RT)
X Melee Attack
Flourish (Hold)
A Interact
Run (Hold)
L Movement
Aim Bow when equipped (Click)
Stealth (Click)
Items & Expressions
R Camera
Expand Map (Click)

As material quality increases, weapons do more damage and pack in more Augmentation slots. Augmentations are mystical gemstones that grant everything from health-regenerating abilities to special magical powers when attached to a weapon. Needless to say, the more Augmentation slots you have, the better. Legendary weapons differ slightly in that they're pre-Augmented, but that's not a problem, seeing as they're the most devastating weapons in the game.

Blocking, Countering, and Rolling

Blocking is a Melee fighter's best friend. When used correctly, it significantly reduces the amount of damage you receive from head-on attacks. Even better, successfully deflecting an incoming blow leaves most enemies (humans in particular) vulnerable for a few seconds. This is the perfect opportunity to counter with a few swift strikes of your own.

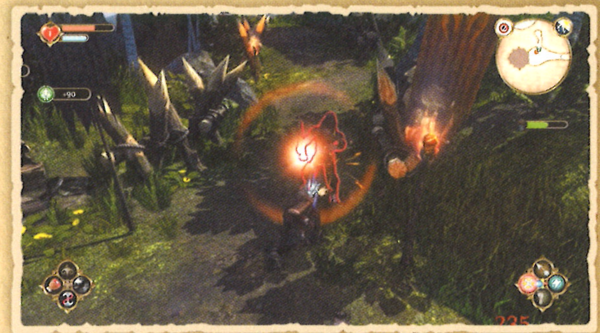


Blocking also paves the way for another nifty defensive trick: rolling. Tap the left analogue stick while blocking and you can dodge out of harm's way entirely. Adept Melee fighters use their opponent's next few floundering moments to land quick one-two strikes. Less-adept Melee fighters use the time to eat a sandwich or inspect their hemline.

> **NOTE**
>
> **Few enemies put up much of a fight in the early hours of the game. Later adversaries, however, will try and block virtually all your attacks, meaning rolls and counters quickly become vital tools in your Melee arsenal.**

Flourishes

Flourishes are special moves available exclusively to Melee fighters. They're accessible once you've managed to land a couple of combo blows, as indicated by your weapon's sudden, seductive glow. Flourishes might *sound* dainty, but they can be devastating, offering greater damage and a wider range of attack when compared to standard moves. What's more, they're unblockable!



Better yet, there's no time limit on Flourishes, meaning you can do all the swivel-bladed justice you want—until you miss an opponent or take damage, that is. As such, Flourish attacks require pin-sharp accuracy to be effective, so fat-fingered button-mashing is out of the question here.

Ranged Combat

Ranged combat—essentially, the fine art of maiming opponents from afar—can be underwhelming in the early hours of *Fable*. Treat yourself to a couple of discipline-specific Attribute upgrades, however, and Ranged weapons quickly prove their worth in battle. Ranged attacks typically do more damage than Melee strikes, for instance, and are unblockable to all but boss characters.

There are two Ranged-focussed weapon classes in *Fable:* Bows and Crossbows. Crossbows are the Ranged weapon of choice in terms of sheer power, but can't match the quick-reloading prowess of standard bows. Crossbows are best used to deal massive, up-front damage before rushing in to finish the job with a few well-placed Melee blows. Bow users, meanwhile, can simply park in a bush and rain down death from afar, keeping their favourite frocks entrails-free.

NOTE

Ranged Combat is particularly suited to Heroes hankering for the Evil life. Upgrading Guile, an Attribute tied directly to Ranged weapon use, gives access to the dastardly Steal and Lockpick Expressions. Meanwhile, only the Evilest adventurers can hope to get their hands on Albion's most prized Bow....

Ranged Weapon Materials

As you might expect, the better a Ranged weapon's material, the more effective it is in battle and the more Augmentation slots it holds. From worst to best, here are the five materials Ranged specialists should look out for:

- Yew
- Oak
- Ebony
- Master
- Legendary

Needless to say, always make sure you're using a weapon of the highest quality material available. After all, you wouldn't try maiming a shark with a toothbrush, would you?

Decapitations

Ranged specialists might be disappointed to learn that Flourishes aren't possible when using Ranged weapons. On the plus side, a well-placed Ranged shot can take your opponent's head clean off under the right circumstances. Firstly, decapitation only works on human assailants and, even then, requires a fully charged shot aimed manually at the head—try it with auto-target on and the best you'll get is an arrow in someone's gut. Bear in mind that your chances of a successful decapitation increase as your Accuracy Attribute improves. It's a technique worth perfecting,though, for obvious reasons.

Will Combat

Of course, you have one final combat option in *Fable:* magic. In Albion, practitioners of the ancient, mystical arts are known as Will Users, and each Spell conjured during battle drains a portion of the caster's Will. Your Will Energy bar sits below your Health gauge in the top left-hand corner of the screen and, when left untapped, slowly replenishes over time. Be warned that magical combat requires a degree of strategy, somewhat different from the brute force approach of Melee and Ranged battling. Thankfully, a Will User's life is made easier by the vast range of Spells at your disposal—from the restorative powers of Heal Life to the fiery oblivion of Enflame. Of course, Will, Melee, and Ranged combat aren't mutually exclusive and real chaos can be wrought by combining each discipline on the battlefield. Whoever said that indecision doesn't have its benefits?

Combat Multiplier

One last thing, brave Hero; let's talk about your Combat Multiplier. Deal any kind of damage to an enemy and your Combat Multiplier (tucked beneath your Health gauge in the upper-left corner of the screen) will rise. Any Experience earned in battle is multiplied by your Combat Multiplier's current value and added to your Experience reserves. In other words, eke 40 Experience points from an opponent when your Combat Multiplier is at 20 and you'll receive 800 points for your efforts.

Of course, it's not quite that simple. For starters, your Combat Multiplier steadily reduces over time, meaning it's vital to keep on dealing damage. Furthermore, it plunges dramatically if you take a blow yourself. All is not lost as a result of your carelessness, though; your Combat Multiplier is essentially "gated" at fixed points. Get hit and it falls to its previously gated level. For instance, if you're struck at level 39, your Combat Multiplier will drop back to 20. Finally, keep in mind that leaving an area instantly reduces your Combat Multiplier by half.

As you'll soon learn, a steady influx of Experience is vital to your progress in Albion, so always aim to get your Combat Multiplier as high as possible.

TIP

Even Heroes with an aversion to magic should consider purchasing the Physical Shield Spell. When active, your Combat Multiplier won't drop, no matter how many beatings you take.

Potions

Potions are an essential part of any Hero's arsenal, and help you maintain a healthy body and sound Spellcasting mind during combat. These can be purchased at Albion's fine shopping establishments or found out in the wild, either shoved in barrels or locked away in chests. Familiarise yourself with the effects of each Potion early on and always carry a decent supply—the last thing you want is to be caught short in the throes of battle.

Ages of Might, Skill, and Will Potions can significantly increase your Experience gains in combat if used wisely. When consumed, these automatically set the base amount of Experience you can earn in battle at 1,000 points for a short duration. Save these for moments when your Combat Multiplier is particularly high. Quaffing an Ages of Will Potion with a Multiplier value of 40, for instance, instantly delivers a whopping 40,000 Will Experience points.

	Potion	Effect
	Health Potion	Restores Health when consumed
	Will Potion	Restores Will when consumed
	Ages of Might Potion	Grants base amount of 1,000 Strength Experience points
	Ages of Skill Potion	Grants base amount of 1,000 Skill Experience points
	Ages of Will Potion	Grants base amount of 1,000 Will Experience points
	Elixir of Life	Permanently increases Health bar when consumed
	Will Master's Elixir	Permanently increases Will Energy bar when consumed
	Resurrection Phial	Automatically resurrects Hero on death

Chapter 2.2 ~ The Basics: Experience, Attributes, Spells & Classes

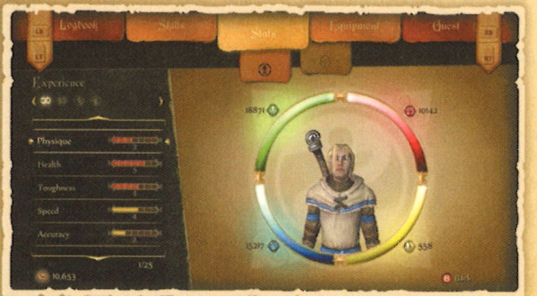
Experience

In *Fable,* Experience is used to upgrade certain abilities and is earned primarily through enemy slaughter. However, there are two ways to earn Experience during combat; Strength, Skill, and Will Experience is accrued automatically each time you fell an opponent, while General Experience is gained by gathering green Orbs dropped by vanquished foes.

TIP

Collecting green Orbs while your Combat Multiplier is active will earn you an Experience bonus. Make use of it whenever possible!

Attributes


Logbook
Skills
Stats
Equipment
Quest
LB
LT
RB
RT
Experience
Physique
3
Health
5
Toughness
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Speed
4
Accuracy
2
1/25
10,653
18871
10142
15217
558
B

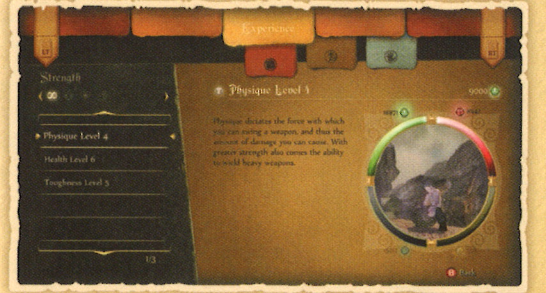
Attributes are special upgradable abilities, split into three groups: Strength, Skill, and Will (loosely aligned to Melee combat, Ranged combat, and magic). It's an important distinction to note, as Attribute levelling requires category-specific Experience points. However, a pool of general Experience is available for use in a category once your Strength, Skill, or Will Experience has depleted.

NOTE

To upgrade your Attributes, return to the Heroes' Guild Map Room and step into the green light. Use your Guild Seal to fast-travel if you don't fancy making the journey on foot.

Strength Attributes

Strength is a measure of your character's physical prowess, with improved Strength enabling you to withstand more damage and deliver fiercer blows. That might suggest it's a category primarily of interest to Melee-focused characters—and while this is largely true of the Physique Attribute, everyone will feel the benefits of Health and Toughness upgrades. Improve your Strength Attributes enough and you'll notice your Hero bulking up to massive proportions.


Experience
LT
RT
Strength
Physique Level 4
Physique Level 4
Health Level 6
Toughness Level 5
1/3
9000
18871
10142
Back

Physique dictates the force with which you can swing a weapon, and thus the amount of damage you can cause. With greater strength also comes the ability to wield heavy weapons.

HEALTH

Unsurprisingly, the greater your Health, the more damage you can take before collapsing in a crumpled heap of lifelessness on the floor. Needless to say, everyone should spend a little Experience to get this Attribute higher.

Level	Experience
1	400
2	1,000
3	2,500
4	6,000
5	13,500
6	28,000
7	58,000

TOUGHNESS

As your Toughness Attribute increases, so too does your resistance to damage. Each level reduces the effectiveness of physical enemy attacks by around 7 percent, making it a useful stat for any adventurer.

Level	Experience
1	350
2	900
3	1,800
4	4,800
5	9,000
6	19,000
7	38,000

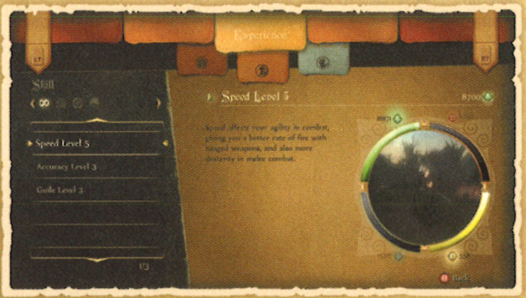
PHYSIQUE

As your Physique levels increase, you're able to swing weapons with considerably more force, dealing more damage in the process. Each new level increases your pain-dealing potential by around 10 percent and, once you reach Level 3, you're able to wield 'Heavy' weapons. Physique is by far the most expensive Attribute in the game but well worth it if you're a Melee-focused character.

Level	Experience
1	500
2	1,200
3	3,000
4	9,000
5	24,000
6	45,000
7	86,000

Skill Attributes

Skill is a bit of a catch-all term that encapsulates all dexterity-based Attributes—whether physical or mental. Although Skill is nominally tied to Ranged combat, characters of all disciplines can put its broad scope of abilities to great use. Your Hero grows taller and leaner with every upgrade in the Skill category.



Speed affects your agility in combat, giving you a better rate of fire with ranged weapons, and also more dexterity in melee combat.

SPEED

As your Speed increases, reload times for Ranged characters decrease, while Melee-focused Heroes grow swifter. High Speed levels prove particularly advantageous against block-happy opponents—an increasingly common sight as the game progresses.

Level	Experience
1	350
2	800
3	1,800
4	4,600
5	8,700
6	21,400
7	42,000

ACCURACY

Accuracy benefits Ranged specialists greatly, but offers little advantage to anyone else. Upgrade Accuracy to improve your aim and increase the damage done by Ranged weapons. You'll be the envy of your magical, fist-wielding friends.

Level	Experience
1	400
2	1,100
3	2,900
4	8,000
5	20,500
6	39,000
7	81,000

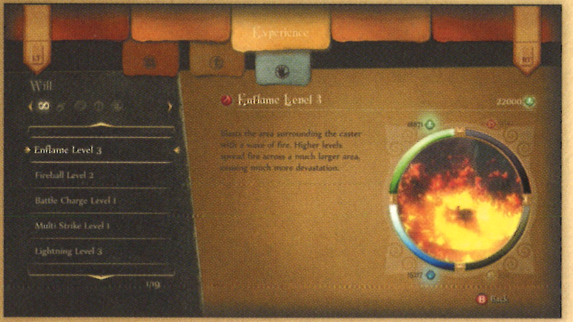
GUILE

Guile is a surprisingly all-encompassing Attribute, offering a wide range of benefits as it's upgraded. For starters, each Guile level earns you a 3.5 percent discount on purchases, and raises the amount you'll earn in a sale, too. What's more, Guile improves the effectiveness of your Sneak ability, making it ideal for wannabe thieves. Finally, Guile unlocks the Steal Expression at Level 3 and the Lockpick Expression at Level 5—two essential tools in a criminal's arsenal.

Level	Experience
1	350
2	900
3	2,200
4	5,000
5	10,500
6	27,400
7	52,000

Will Attributes

Heavy magic users should make a beeline for the Will Attributes category. It consists primarily of Attack, Physical, and Surround Spells—and is the sole means of expanding your magical arsenal in *Fable*. Indeed, expect to splurge on plenty of Will Experience if Spell casting is your preferred means of combat. Your Hero grows pale, gaunt, and just that bit more twinkly as your Will Attributes improve, which should give you some idea of the power you're playing with here.



Blasts the area surrounding the caster with a wave of fire. Higher levels spread fire across a much larger area, causing much more devastation.

NOTE

Don't pour all your Experience into a single Spell when you're just starting out—as tempting as a fully upgraded Fireball might be. Bear in mind that enemies are weak early on, so you'll get little return for your investment until much later in the game. It's far better to go broad and experiment at first, focusing on specific Spells once you've found a play style you're happy with.

SPELLS AND ALIGNMENT

As you'll soon learn, your actions in Albion have major repercussions. To summarise, characters that behave virtuously are labelled as Good while morally bankrupt specimens fall under the Evil banner. It's an important distinction for Will users as certain Spells are Good and Evil, too.

Kindly souls earn an Experience discount (calculated by the strength of their Alignment) on Good Spells while villainous sorts pay less for Evil Spells. Conversely, malevolent magic costs more for Good characters and vice versa. There's one more point of note, too; the fourth level of any Alignment-specific Spell can only be purchased by characters of the same morality value.

MAGIC POWER

Upgrade your Magic Power Attribute and your Will Energy Bar grows, meaning you're able to dole out more magical justice with each upgrade.

Level	Experience
1	500
2	1,200
3	2,800
4	6,200
5	11,500
6	25,000
7	54,000

Attack Spells

BATTLE CHARGE

ALIGNMENT: N/A

Battle Charge is an unblockable attack that thrusts you forward a short distance, knocking down anyone caught in your path. Foes that feel the full impact of your Charge take considerable damage, while those on the sidelines suffer far less. As a bonus, severely wounded opponents are momentarily stunned, making Battle Charge a useful tool in your Spell arsenal.

TIP

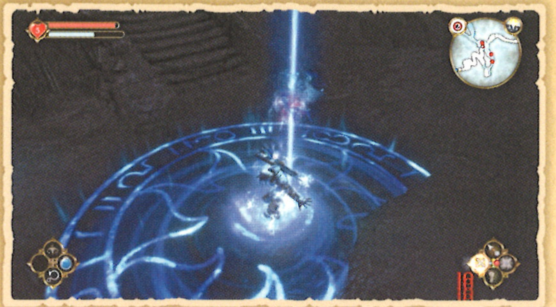
Battle Charge is especially handy when you're completely surrounded by opponents or need easy access to Ranged enemies bringing up the rear.

Level	Experience	Damage
1	750	100
2	5,400	170
3	17,500	300
4	52,000	500

DIVINE FURY

ALIGNMENT: GOOD

Divine Fury does an incredible amount of damage across a large area, toppling pretty much anything it hits. It's not quite powerful enough to fell the game's toughest enemies instantly, but it's devastating against groups of weaker foes. Needless to say, it's a pricey one to upgrade.



NOTE

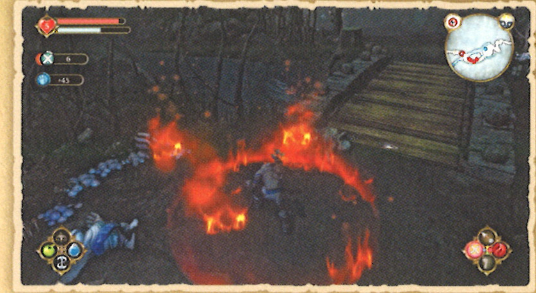
Divine Fury requires charging before it can be cast, leaving you open to attack. Use Slow Time or Force Push to give yourself a few seconds of solitude, but ensure that enemies are back on their feet before releasing Divine Fury.

Level	Experience	Damage
1	4,000	200
2	9,000	400
3	25,000	800
4	66,000	1,200

ENFLAME

ALIGNMENT: N/A

A fully upgraded Enflame Spell costs more Experience than any other Spell in the game. There's a reason for that; it's one of the most powerful Spells in your entire magical arsenal. Enflame combines the knock-back effect of Force Push with the red-hot retribution of Fireball, making it ideal for crowd control, particularly when enemies are susceptible to fire damage. Heavy Melee fighters with an interest in magic should find Enflame invaluable.



TIP

Enflame won't hurt your allies, making it a handy Spell to use during those pesky escort missions.

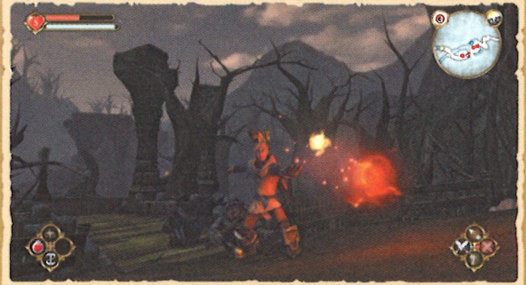
Level	Experience	Damage
1	3,500	80
2	8,100	180
3	22,000	300
4	58,000	500

FIREBALL

ALIGNMENT: N/A

Fireball is an unblockable Ranged-style magical attack capable of doing serious damage at higher levels. Once charged and released, Fireball explodes on impact with your target, knocking down anything caught in the blast. At lower levels, Fireball's splash damage isn't much to talk about but, from Level 3 and up, it can topple whole groups of opponents. Note that while Fireballs do a fixed amount of damage per Level, their effectiveness will vary depending on the elemental weaknesses and resistances of your targets.

Level	Experience	Damage
1	500	80
2	4,500	180
3	17,800	350
4	54,000	700



INFERNAL WRATH

ALIGNMENT: EVIL

Infernal Wrath is Divine Fury's Evil twin and, in terms of usage, damage, and Experience cost, is identical in every way. Obviously, though, if your Alignment leans more toward the angelic side, Divine Fury is the better choice—for the Experience discount, if nothing else.

Level	Experience	Damage
1	4,000	200
2	9,000	400
3	25,000	800
4	66,000	1,200

LIGHTNING

ALIGNMENT: N/A

Lightning might be a little wimpy in terms of pure destructive power, but what it lacks in force, it makes up for elsewhere. Hold down the Spell button while casting Lightning, for instance, and you'll unleash a volley of auto-targeting bolts that continue until your Will Energy is drained. Better still, a successful Lightning strikes immobilises enemies completely—until Death comes knocking, that is.

Level	Experience	Damage
1	0	18
2	5,760	30
3	18,200	40
4	48,000	60

Each time you upgrade Lightning, it gains another bolt—meaning you're able to strike more opponents at once. While your primary target bears the brunt of the impact, enemies caught by secondary bolts still receive damage, albeit on a lesser scale. Lightning's combination of continuous attacks and automatic lock-on makes it perfect for particularly lazy Will users—and, as a bonus, it occasionally blows your target's head clean off, too.

MULTI STRIKE

ALIGNMENT: N/A

Multi Strike is the perfect Spell for Melee-focussed characters. Each time you land a blow with Multi Strike enabled, you get one additional hit per upgrade level—by Level 4, a single Melee attack effectively does the damage of five. It's possible to use Multi Strike in combination with other Spells, such as Berserk, but bear in mind that you'll be missing hitting opportunities while you faff around casting other Spells. Multi Strike is particularly effective when used with Flourishes.

TIP

Multi Strike works a treat against bosses—such as Twinblade—that are vulnerable for only a few short moments at a time.

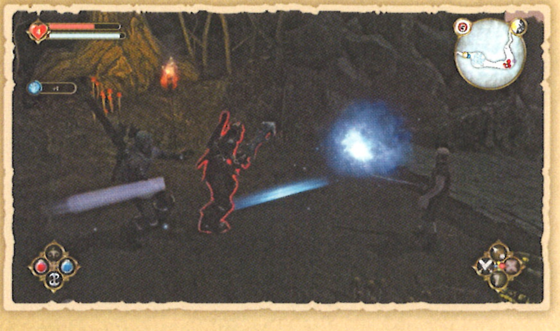
Level	Experience	Damage
1	1,200	Hit x 1
2	4,680	Hit x 2
3	15,700	Hit x 3
4	43,500	Hit x 4

Physical Spells

ASSASSIN RUSH

ALIGNMENT: N/A

Assassin Rush is a bit of a bargain, considering how useful it is. Cast it and you're instantly propelled through space, materialising directly behind your opponent. Assassin Rush is a great way to gain the upper hand against foes that love to use blocking moves. Meanwhile, an enemy's projectile attacks can be avoided altogether if your timing is right. Note that casting Assassin Rush without selecting a target first simply causes you to zip forward a short distance (increased with every upgrade), making it invaluable for those moments when fleeing is your best option for survival.

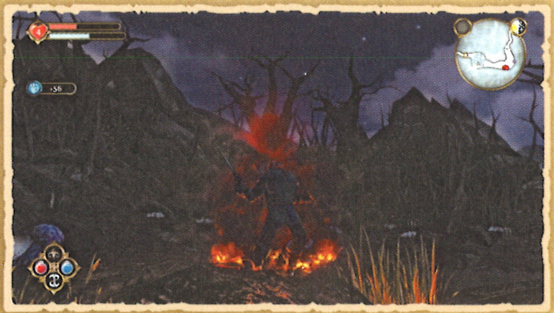


Level	Experience	Damage
1	400	N/A
2	2,700	N/A
3	8,100	N/A
4	20,000	N/A

BERSERK

ALIGNMENT: EVIL

Berserk, as you can probably guess, turns you into an unstoppable force of destruction. Casting Berserk increases the amount of damage you deal (making your attacks unblockable in the process), but also increases the effectiveness of enemy strikes. However, each time an opponent lands a shot, your blows become more powerful still, making for one of the most strategically fascinating Spells in the game.



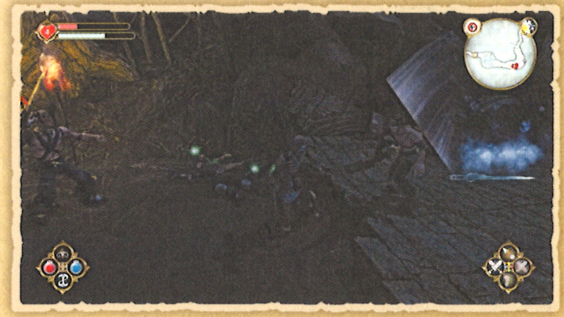
Berserk isn't a subtle Spell—with a Level 3 upgrade doubling your attack power and increasing incoming damage by around 80 percent—and it's a bit of a Mana drain, too. Almost all blows will decapitate human opponents when Berserk is activated— fun for everyone, except those on the sharp end of your blade.

Level	Experience	Damage
1	1,600	25 percent
2	6,210	50 percent
3	20,500	75 percent
4	51,000	100 percent

GHOST SWORD

ALIGNMENT: N/A

Ghost Sword is a pretty useful spell, whatever your preferred combat style. Once cast, a phantom blade appears at your side (with one additional blade summoned per upgrade level), ready to attack or distract incoming foes. Each sword has 250 Health points, making them relatively durable allies—and, as an added bonus, you earn Experience from anything they slaughter.



Level	Experience	Damage
1	2,500	N/A
2	6,300	N/A
3	17,200	N/A
4	51,500	N/A

HEAL LIFE

ALIGNMENT: GOOD

If Heal Life was simply a means to restore your energy, it would be fairly useless, given the prominence of Health-bolstering items in Albion. There's more to it than that, though; cast Heal Life and nearby allies benefit from its healing properties, too. That makes it great for keeping bodyguards in peak condition and even handier during escort missions. It's worth noting that Heal Life can fully fix most allies at Level 2 so, after that, Will Experience is better spent elsewhere.

Level	Experience	Damage
1	2,300	N/A
2	5,850	N/A
3	15,900	N/A
4	49,000	N/A

MULTI ARROW

ALIGNMENT: N/A

Fire a bog-standard arrow when Multi Arrow is cast and it turns into a bunch of magical homing arrows, with one extra projectile granted with each upgrade level. That's not all, though! With every upgrade, the number of shots affected increases by one. That means that a fully upgraded Multi Arrow Spell can fire six arrows over four shots, making for 24 projectiles in total. There's a small caveat, though—Multi Arrows only do around half the damage of boring, non-magical ones. Even so, Multi Arrow is a must for Ranged combat Heroes with a will for Will.

NOTE

Multi Arrows fly outward, meaning you'll waste a ton of them if you're standing too close to a wall.

Level	Experience	Damage	Shots
1	1,000	3	1
2	5,140	4	2
3	19,500	5	3
4	47,000	6	4

PHYSICAL SHIELD

ALIGNMENT: GOOD

Physical Shield is a bit of a Melee specialist's dream and offers two unique benefits. Firstly, it turns your Will Energy Bar into a second Health bar, meaning you're able to take far more damage before submitting to Death's icy grasp. Better still, it prevents your Combat Multiplier from plummeting if an opponent lands a successful blow. In case you're wondering, enemy attacks don't knock as much Will off your Energy Bar at higher Spell levels.

NOTE

When Physical Shield is activated, your Mana won't regenerate over time. Use Will Potions to keep your Will Energy Bar topped up as required.

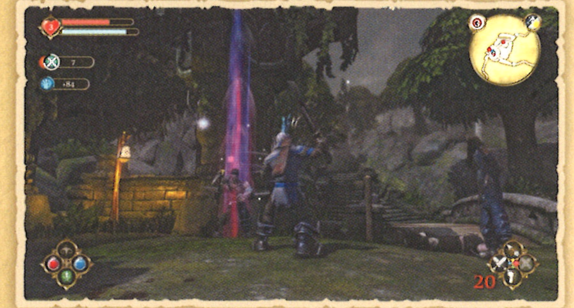
Level	Experience	Damage
1	900	N/A
2	5,350	N/A
3	17,700	N/A
4	45,500	N/A

Surround Spells

DRAIN LIFE

ALIGNMENT: EVIL

Drain Life does exactly what its name suggests, leeching precious Health from unlucky foes. However, in a truly nefarious twist, all sapped life is added directly to your own Health Bar—cue maniacal laughter. Like Lightning, Drain Life automatically locks onto nearby opponents, meaning you don't need to be especially proactive during its use. However, you're vulnerable while casting Drain Life so it's best deployed while out of harm's way or when up against weak, slow, or stunned assailants. Note that some enemies —including Minions, Trolls, Balverines, and the Undead—can resist its effects.



NOTE

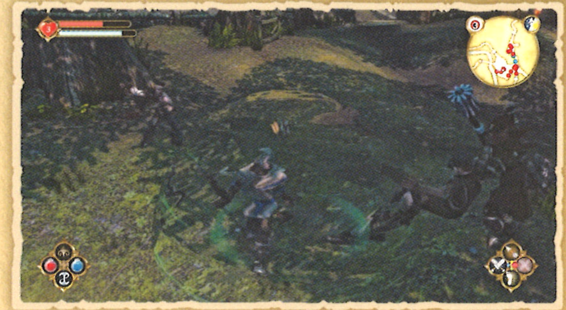
At higher levels, Drain Life can target multiple enemies at once, making for quite the delicious Evil feast.

Level	Experience	Damage
1	2,800	20
2	6,750	40
3	16,500	60
4	44,000	80

FORCE PUSH

ALIGNMENT: N/A

Force Push is one of *Fable*'s most entertaining Spells, what with its capacity to knock down enemies and fling them away. Indeed, later levels of Force Push can throw opponents so far back that you're able to prep an arrow or Fireball in the time it takes them to rejoin the fray. That makes Force Push especially useful to Ranged specialists and Will users, particularly where crowd control is an issue. Bear in mind that Force Push does little actual damage, however; for a similarly styled Spell with more punch, check out Enflame.

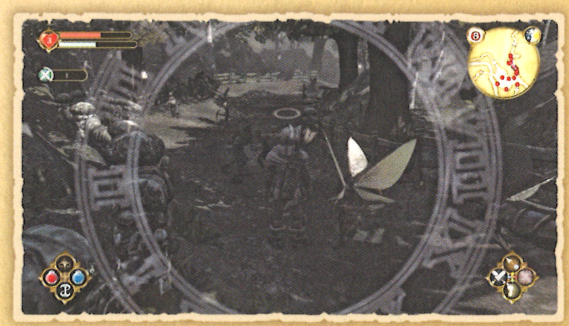


Level	Experience	Damage
1	600	N/A
2	3,600	N/A
3	12,600	N/A
4	40,000	N/A

SLOW TIME

ALIGNMENT: N/A

Cast Slow Time and your whole world slumps to a slow-motion crawl, granting you precious extra moments to dodge attacks, swing at enemies, or launch a few arrows while in combat. What's more, you can use it to cheat at Pub Games—you monstrous creature, you. Basically, Slow Time is brilliant—but like all good things, it doesn't come cheap.



Level	Experience	Damage
1	2,000	N/A
2	6,580	N/A
3	18,800	N/A
4	47,500	N/A

SUMMON

ALIGNMENT: GOOD

Cast Summon for the first time and it conjures a single Wasp to help you in combat. Thankfully, though, it gets better; should your Wasp manage to kill an opponent, that foe permanently replaces the Wasp as your fighting partner. There are caveats, of course—Summon won't work on bosses or huge enemies—but it's always handy to have a powerful ally to hand. With each upgrade level, your summoned creatures stick around a little longer, provided they don't die in battle.

TIP

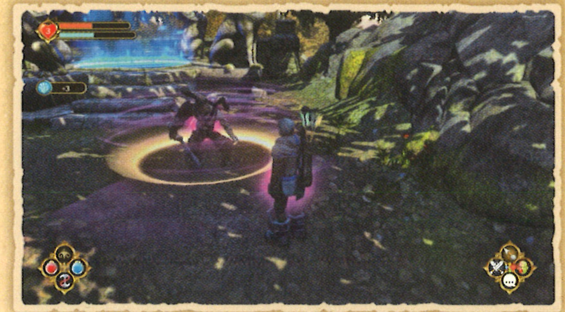
Before casting Summon, locate a powerful enemy and whittle down its life with low-damage-dealing attacks like Lightning or your fists. Once stunned, Summon your ally and let it finish the job itself.

Level	Experience	Damage
1	1,800	N/A
2	5,030	N/A
3	14,400	N/A
4	45,000	N/A

TURNCOAT

ALIGNMENT: EVIL

Cast Turncoat and your poor, unfortunate target slowly falls under your Evil influence. When Turncoat finally takes hold, the magic surrounding your opponent shatters and a new ally is yours—temporarily, at least. As great as this sounds, Turncoat is rife with weaknesses—from your vulnerability while casting to the length of time it takes to influence tougher enemies. Give Turncoat a whirl, by all means, but it's likely you'll favour less finicky Spells.



Level	Experience	Damage
1	3,200	N/A
2	6,500	N/A
3	16,000	N/A
4	45,000	N/A

Classes

In *Fable,* Classes aren't selected up front but, rather, evolve over time depending on a number of factors. Chiefly, they're determined based on your most-used combat style and your highest-level Attribute stat. Classes have no direct bearing on the game itself but check out the following combinations if you're curious to know how they're generated.

Title	Acquired	Dominant Attribute
Apprentice	Any	None
Archer	Ranged (Skill)	Accuracy
Barbarian	Melee (Strength)	Toughness
Battle Mage	Magic (Will)	Physique
Bountyhunter	Ranged (Skill)	Toughness
Fighter	Melee (Strength)	Health
Hunter	Melee (Strength)	Speed
Infiltrator	Melee (Strength)	Guile
Invoker	Magic (Will)	Magic Power
Knight	Ranged (Skill)	Physique
Moonchaser	Magic (Will)	Speed
Mystic	Ranged (Skill)	Magic Power
Rogue	Ranged (Skill)	Guile
Scout	Ranged (Skill)	Speed
Seer	Magic (Will)	Accuracy
Slayer	Melee (Strength)	Accuracy
Soldier	Ranged (Skill)	Health
Sorcerer	Magic (Will)	Toughness
Spellsword	Melee (Strength)	Magic Power
Spellwarrior	Melee (Strength)	Spells
Theurgist	Magic (Will)	Health
Warlock	Magic (Will)	Guile
Warrior	Melee (Strength)	Physique
Will User	Magic (Will)	Spells
Witchhunter	Ranged (Skill)	Spells

Chapter 2.3 ~ The Basics: Love, Life, Money, and Fame

A Hero's work is never done, but that doesn't mean you can't take a break from saving the world every now and then. In fact, living a fruitful social life in Albion brings its own rewards—whether that be the admiration of the local populace or the loving embrace of a potential mate.

You can even turn to a life of crime or dabble in the lucrative property market—both brilliant ways of supplementing your paltry Hero's income, even if it won't do much for your popularity. In *Fable*, your life is yours to live as you please—so you might as well make the most of it.

Personality Traits

Renown

Renown is a measure of your character's fame or infamy across Albion and affects how townsfolk react to you on your travels. You can boost your Renown by:

- Completing quests
- Killing enemies
- Showing off Trophies
- Winning competitions
- Getting married

CLASSES

Your current Renown Level can be viewed on your Personality screen and affects your Class Pre-fix as it increases. You can see how that works in the table below.

Renown Level	Class Pre-fix
0	Unknown
1	Unsung
2	Recognised
3	Familiar
4	Well-Known
5	Famous
6	Very Famous
7	Legendary

Trophies

Trophies are earned at the end of most major quests (or by winning contests) and usually take the form of something squishy that fell off the last boss you fought. House-proud Heroes can display their Trophies around the home but they're far better used to bolster your Renown.

Select a Trophy from your item menu while in a town and you'll be given a set amount of time to flash it at as many people as possible. Provided it's viewed by enough eyes, you'll receive a Renown bonus for each person that saw it.

NOTE

You can display each Trophy as many times as you want, but you'll only earn more Renown if you beat your highest viewing tally.

If you're struggling to get enough people to stare at your gnarly edifice, use the following tips to turn that frown into Renown:

- Unsurprisingly, busy towns with expansive areas are the best places to get your Trophies out. Try the Heroes' Guild early on or Knothole Glade later in the game.
- As day turns to night, Albion citizens start gathering in taverns. Needless to say, there's no better time to pull out your plunder and whip the unwashed masses into a whooping frenzy.
- If you're struggling to find enough townsfolk in one place, use the Follow Expression to bring individuals to a central gathering point. It's time consuming, for sure, but eventually you'll amass a heaving crowd of onlookers, just gagging to get their eyes on your prized possessions.

TURNING TROPHIES INTO CASH

If you've exhausted your Trophies' Renown-giving properties, you don't need to consign them to the attic just yet. Budding property magnates can squeeze a little cash from Trophies by displaying them on the walls of upgraded houses. Once you've placed all your Trophies on plaques, you're able to rent—or sell—your home for a slightly better price than usual.

Alignment

As you do good and bad deeds throughout Albion, your Alignment—essentially a record of your moral fortitude—begins to shift from neutral (its starting state) toward Good or Evil. Alignment isn't just a stat to be admired on your Personality screen though—it has a notable effect on your appearance, too.

Should you reach a state of true virtuousness, shafts of heavenly light will shine upon your be-haloed head as butterflies circle your doubtlessly smug face.

Thoroughly Evil characters, meanwhile, sprout horns, attract flies, and stomp around on plumes of blood-red smoke—kind of like a mobile disco *from hell.*

In case you're wondering, killing enemies and helping people are considered Good deeds, while committing crimes and murdering innocents are not—look out for the angel-face and devil-face icons that pop up on-screen to indicate that you've done something naughty or nice. What's more, many quests offer both Good and Evil outcomes, which can be discerned by reading their descriptions.

TIP

Make an offering at the Temple of Avo or Chapel of Skorm to quickly shift your Alignment between Good and Evil.

Your Title

Leo - Hero Title Vendor
10,401

In *Fable,* your title is the name you're known by around the world—and the name Albion's denizens refer to you by in casual conversation. You start the game as the rather less-than-glamorous Chicken Chaser but, thankfully, you can change your title by speaking to vendors at Lookout Point and the Witchwood Arena. Most titles are available from the off, although some unlock once you've performed specific tasks during your adventure, Arseface.

Title	Acquired
Arrowdodger	Witchwood Arena
Arseface	Lookout Point
Assassin	Lookout Point
Avatar	Lookout Point
Chicken Chaser	Lookout Point
Deathbringer	Witchwood Arena
Druid	Lookout Point
Gladiator	Witchwood Arena
Hood	Lookout Point
Liberator	Lookout Point
Maleficus	Lookout Point
Necromancer	Sacrifice innocents at the Chapel of Skorm
Paladin	Donate 50,000 Gold to the Temple of Avo
Piemaster	Lookout Point
Pilgrim	Witchwood Arena
Ranger	Lookout Point
Reaper	Witchwood Arena
Runemaster	Lookout Point
Sabre	Lookout Point

Personal Appearance

There are two components to personal appearance—Attractiveness and Scariness—both of which can be adjusted by experimenting with different items of clothing, intimidating body tattoos, or even nicely coiffed hair.

Gaining a high Attractiveness rating results in catcalls throughout the land while a high Scariness value will elicit screams of terror. More importantly, Attractiveness and Scariness affect your desirability in the eyes of others—so, if you hope to hear wedding bells in your not-too-distant future, keep a watch on both.

Here are a few things to bear in mind when dressing to impress:

- Clothes are the largest contributor to Attractiveness, but it's rarely the case that a decent battle outfit will equally suit an afternoon's wooing. Keep an attractive "social" costume on hand for those moments when first impressions matter. Be warned, though: Albion's townsfolk rarely swoon at a man in a dress, no matter how much you think it flatters your buttocks.
- As a general rule, tattoos raise your Scariness rating while lowering your Attractiveness. Thankfully, you can mitigate any adverse effects of fearsome body art by covering tattoos up with clothing.
- Your preferred style of hair, beard, and moustache can have a major impact on your personal appearance so don't get that mop chopped too rashly.
- Your alignment won't alter your Attractiveness, nor will your age or weight. Indeed, even the fattest, meanest Heroes can find admiration in Albion.

Ageing

You start your life of high adventure as a supple 18-year-old and age by precisely 0.7 years each time you level up a stat or spell. As in real life, time begins to take a visible toll around the mid-30s mark, with greying hairs and droopy skin growing more pronounced as you close in on the 65-year age limit. Thankfully, old age won't affect your abilities or Attractiveness rating—you silver fox, you.

Weight

GAINING WEIGHT

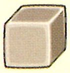
Continue to scoff down food when your Health gauge is full and it won't be long before those washboard abs have vanished in a sea of blubber. Indeed, all it takes to go from Slim to Obese is 25 pies in a row, 27 hocks of red meat, 40 fish, or 100 beers. Obviously, don't try this at home.

LOSING WEIGHT

Weight loss occurs naturally—with your journey from rotund to rakish taking approximately two hours, provided you don't overeat in that time.

FOOD AND ITS EFFECTS

Food is plentiful around Albion and each item restores a certain amount of Health when consumed. However, some food items do considerably more than fill a hunger hole, as you can see in the following table.

	ITEM	HEALTH POINTS	SPECIAL EFFECTS
	Apple Pie	20	-
	Beer	5	Makes you progressively more drunk. Drink too much and you'll vomit.
	Blueberry Pie	4	-
	Carrot	11	Gives 3 Skill Experience points (multiplied by your Combat Multiplier).
	Crunchy Chick	25	So morally wrong it shifts your Alignment toward Evil by 5.
	Fish	12/16	Gives 3 Will Experience points (multiplied by your Combat Multiplier).
	Golden Carrot	15	Changes night to day when eaten.
	Green Apple	8	-
	Moonfish	15	Changes day to night when eaten.
	Red Meat	18	Gives 3 Strength Experience points (multiplied by your Combat Multiplier).
	Tofu	18	So healthy it shifts your Alignment toward Good by 5.

Love, Friendship, and Marriage

Expressions

Expressions are your primary means of interacting with Albion's citizens and influencing their feelings toward you. Unsurprisingly, then, the more Expressions you have in your arsenal, the better. Although several are available early in your adventure, many more are unlocked as you progress. Find out how to expand your Expressions list in the handy-dandy table below.

	Expression	Health Points	Special Effects
	Air Guitar	Alignment	Become Slightly Evil
	Apologise	Alignment	Become Slightly Good
	Ballet Dance	Alignment	Become Extremely Good
	Belch	Social	Available near start
	Blood Lust Roar	Renown	Reach Renown Rank 5
	Cock-A-Doo-dle-Doo	Alignment	Win Chicken Kicking contest
	Cossack Dance	Alignment	Available near start
	Crotch Grab	Alignment	Become Extremely Good
	Disco Dance	Alignment	Become Extremely Good
	Fart	Social	Available near start
	Flirt	Renown	Available near start
	Follow	Social	Available near start
	Giggle	Social	Available near start
	Insult	Alignment	Become Extremely Evil
	Lockpick	Stealth	Reach Guile Rank 5
	Manly Arm Pump	Renown	Reach Renown Rank 2
	Middle Finger	Alignment	Become Moderately Evil
	Scary Laugh	Renown	Reach Renown Rank 3
	Sexy Hero Pose	Renown	Reach Renown Rank 4
	Sneer	Renown	Reach Renown Rank 1
	Steal	Stealth	Reach Guile Rank 3
	Tap Dance	Alignment	Multiple Alignments
	Thanks	Alignment	Become Moderately Good
	Vulgar Thrust	Alignment	Become Extremely Evil
	Wait	Social	Available near start

Flirting

If it's wedding bells you're after, then you're going to have to get your flirt on. Thankfully, numerous Expressions are available to capture your belle or beau's attention—from the self-explanatory Flirt to rather more esoteric displays of machismo, including the Manly Arm Pump and Sexy Hero Pose. You can use your amorous arsenal on anyone in the game, but Flirt icons most frequently appear on your context-sensitive d-pad menu when you're near an interested party.

TIP

Flirting gets easier as your Renown grows—and Good characters will find it easier still.

To improve your chances of a successful flirtation, make sure you're wearing your most attractive outfit and consider your grooming styles, too. If the object of your affection is interested, a small heart appears above their head. By alternating flirtatious Expressions, conversation, and gifts (not too often and never the same gift twice), the heart grows larger. After some effort, depending on your levels of fame, virtue, and attractiveness, the heart will begin to throb. Love is in the air!

NOTE

Commit crimes or vulgar acts in someone's presence and their love will quickly fade.

Friends to the End

Friendship won't always blossom into romance, of course—but that's alright! Use the Follow Expression on admirers to bring them on your travels. You'll have some company on the long and lonely road to Hero-dom and, more importantly, someone to battle at your side in combat. Evil characters can also lead their bestest buds to be sacrificed at the altar of Skorm, if the mood takes them.

Tying the Knot

Should the object of your affection start dropping hints about a Wedding Ring, matrimonial bliss is only a few short steps away. Give your love a ring as requested and, if it's accepted, the pulsating heart above his or her head turns yellow. Congratulations, you're engaged! Watch out, though; you only get one shot at proposing to a prospective partner, so don't blow it with cheap, tacky trinkets.

NOTE

You'll encounter your first Wedding Rings in Bowerstone South early on in the game. However, these are expensive and rarely restocked. You can buy rings much more cheaply (and in larger quantities) once you return to Oakvale.

To seal the deal, you need to find a marital home. Buy a house in any town, then use the Follow command on your partner to relocate them if necessary. When you've fulfilled these criteria, your betrothed will propose—accept to begin the ceremony, after which you'll receive a small cash dowry and 1,000 Renown points.

A few notes on marriage in Albion:

- Don't think you'll worm your way into any hearts with a Fake Wedding Ring. Potential suitors are never impressed by miserly displays of affection.
- Surprisingly, a life of bigamy doesn't count as an Evil deed. In fact, you can ring those wedding bells as often as you like across Albion—just be aware that you can only establish one marital home per town.
- Albion is far more enlightened than it might first seem. If you crave the touch of another man, there are plenty of potential male suitors around the land. What's more, find that special gent and you can tie the knot, too.

KEEPING THE LOVE ALIVE

Of course, a truly happy marriage takes some effort on your part —you can't expect your spouse to hang around forever while you live the life of high adventure. Return home from time to time, flirt, bring gifts, stay in trim, and your relationship should remain as fresh as the day you first met. Conversely, neglect and physical abuse are a surefire way to lose the affections of your loved one —and divorce won't be far away. Divorce, incidentally, earns you an automatic 600 Evil points—something to bear in mind if you're inclined that way.

RUMPY-PUMPY

Once you've established a suitable marital home, you can get hot and bothered with your mate by spending some quality time together. Eventually, you'll receive a saucy proposition. Accept the offer, then settle back for some (off-screen) fireworks.

Crime and Punishment

Characters who don't mind dipping into the darker side of the Alignment bar can indulge in a wide variety of criminal activities during their time in Albion. Some crimes reap financial rewards but most are merely a way of edging your Alignment just that little bit closer to Evil. Major cities and the Heroes' Guild keep a police force on hand, ready to fine those caught in the act of mischief. However, you can commit Evil deeds with impunity in less civilised areas.

NOTE

Hardened criminals have little to fear, with fines disappearing over time. Even the most brutal of murders is wiped from your slate in under ten minutes.

Standard Crimes

BRANDISHING A WEAPON FINE: 40 Gold

You're able to draw your weapon in any town or city (with the exception of Bowerstone) but it's considered an offence to do so. If a Guard catches you with your weapon out, you'll be fined 40 Gold. However, that fine is waived if you sheathe it again quickly.

VANDALISM FINE: 250 Gold

Any act of wanton destruction—whether breaking a barrel or smashing through a locked door—is frowned upon in Albion. If you're caught in the act, you can expect city Guards to levy a fine of 250 Gold.

BURGLARY FINE: 750 Gold

Burglary is only considered a moderately Evil deed in Albion and, given the potential for reward, even Good characters might want to dabble from time to time. Houses contain everything from armour and cash to hairstyle and tattoo cards—and it's not as if their owners will miss much, right? Wait until a house is empty before attempting a break-in and watch the Detection Eye icon on your mini-map. If it's open, you're cruising for a fine; if it's closed, you're golden.

ASSAULT FINE: 500 Gold

It might be fun to punch the occasional stranger in the chops, but it's still considered a criminal offence. If you're caught playing fisticuffs, expect a fine of 500 Gold and little else, seeing as assaults serve no practical purpose in Albion.

MURDER FINE: 2,000 Gold

Murder is the most dastardly crime you can commit in Albion and has the steepest fine at 2,000 Gold—you'll be kicked out of town for your shocking misdeeds too. Townsfolk carry little of value so there are few immediate rewards for murder, although some Traders drop moderately valuable items like gemstones later in the game. If you're feeling particularly nefarious, though, you could off an entire town and buy up every house available—you property-hogging monster.

NOTE

There's one particularly devious way to make murder work in your favour. By killing everyone who works in a shop, you're able to buy it (at a hefty price) and rent it out to new merchants. This earns you a special discount on their goods.

Guile Crimes

Rank up in the Guile category and you'll unlock two new, crime-based Expressions—Steal at Rank 3 and Lockpick at Rank 5.

STEAL FINE: 750 Gold

Use Steal to swipe items from shops and displays. Simply stand by the item you want, ensure no one is watching, and activate Steal when the icon appears on your context-sensitive d-pad menu. Once the on-screen bar is full, the goods are yours for keeps. If someone catches you mid-theft, quickly end the attempt and, if you're lucky, you might just get away without a fine.

NOTE

Display items are chosen at random from shop stock each time you visit a town. Bear in mind, too, that expensive items take longer to Steal than cheaper ones. In other words, the higher the risk, the greater the reward.

LOCKPICK FINE: 200 Gold

Instead of beating down doors in the dead of night, you can use the Lockpick Expression to slip into buildings soundlessly. Simply stand in front of a locked door and activate Lockpick when no one is looking.

Beating the Rap

Budding criminals can make their lives a whole lot easier by keeping the following in mind:

- Always try and carry out your crimes at night.
- Wear stealthy clothing, such as the Assassin gear or Guard suit.
- Sneak by pressing in the left stick to avoid disturbing sleeping victims.
- Use the Detection Eye on your mini-map to check if you're being watched
- If there are witnesses to your crimes, leave the area immediately afterward.

NOTE

If you do get caught, your fine is tallied immediately and a Guard will approach to collect the cash. Avoid paying by using the Apologise Expression (this only works for non-violent crimes), legging it to the exit or by using your Guild Seal to warp away. Sadly, killing Guards is largely pointless as they're replaced in seconds. That's one efficient police force.

Bribing the Guards

Not every Guard is a bastion of virtue. Talk to one a few times and you'll get the option to "Sponsor a Break." Give the Guard enough cash and he'll look the other way, whistling merrily while you go about your villainous deeds. Keep an ear out, though—once the whistling stops, he's back on duty.

Making a Living

With so much to spend your hard-earned cash on in Albion, you'll always be wanting of a few extra Gold. Aside from completing quests, killing things, and finding treasure, there are several other ways to supplement your income.

Property

You can buy one home in each town across Albion, with more becoming available if you *accidentally* eviscerate their tenants. Houses in your possession can be used as matrimonial residences or rented out for money. You won't make bucket loads of cash through rent, but it's possible to increase those meagre sums by improving a house's decor or by hanging Trophies on the walls. Happily, homes never decrease in value, meaning you can sell them for the price you originally paid whenever you choose.

NOTE

Rent is collected from the sign outside each building. However, you can only collect so much money at once, so be sure to make frequent visits.

Trading

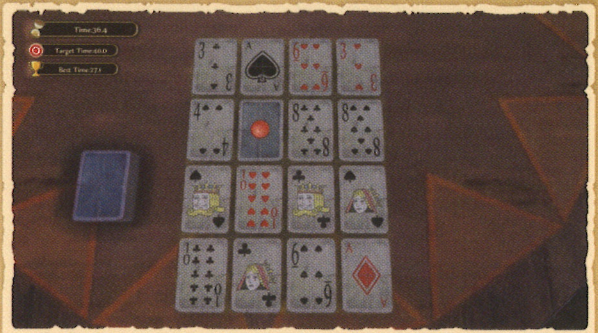
Albion's Traders are a fussy lot and most shops will only buy the stuff they sell, plus a few special Wanted items that always get a decent price. Since prices differ from shop to shop, smart Heroes can buy a commodity from one Trader and sell it to another at a healthy markup. Be warned, though: buying too much of an item raises its price as stock wains. Likewise, an item's resell value drops as a Trader's stock increases.

An effective strategy when trading is to check a shop's Wanted list and purchase those items from Traders that sell below value—good deals are always listed in green. Successful trading takes care and attention but can reap considerable rewards.

NOTE

As your Guile improves, stock prices decrease and profit margins rise (by about 3.5 percent per rank). What's more, prices fluctuate depending on a shopkeeper's opinion of you—so be nice and offer a few gifts from time to time.

Gambling



If you're the gambling sort, Albion offers a host of activities that can make you some big money quickly. You can place a maximum bet of 1,000 Gold on any Pub Game, with Blackjack and Card Pairs offering huge rewards if you're suitably skilled. You can even cheat at timed games with the Slow Time Spell—so why not have a flutter?

Stealing

Stealing has obvious financial rewards; however, there's one neat trick that can rake in the cash, big time. Unlike items stolen from houses, shop stock is always replaced. Simply Sneak into a shop at night, Steal everything you can, then immediately leave town. Re-enter and you're free to rob it, restocked, all over again. The delicious twist, of course, is that, come morning, you can sell everything back to your victim—black-hearted sod that you are.

Chapter 2.4 ~ The Basics: Trinkets and Treasures

Like any sprawling fantasy kingdom worth its salt, Albion is jam-packed with trinkets and treasures untold. Some await discovery beneath the aeons-old soil or in the blackest depths of Albion's waters, while others—artefacts of truly formidable power—rest beyond enchanted doorways to realms unknown.

Even if you're not the archaeological sort, treasure hunting pays dividends. Unearthing Albion's most powerful artefacts and armaments won't come easy—but, remember, nothing impresses potential suitors more than a mighty weapon.

Fishing and Digging

True treasure hunters should acquire the Fishing Rod (found at Greatwood Fisher Creek) and Spade (sold by a Bowerstone South trader) as early into their adventure as possible. Countless valuable trinkets lie underwater or beneath the soil, so expect to get your feet wet and your fingers dirty as you explore the realm.

During your travels, keep watch for circular ripples on nearby water. Valuable items await below the surface here, so grab your rod and make them bite.

A Spade icon appears at the bottom of your context-sensitive d-pad whenever you're close to a patch of earth that can be excavated. Whip out your Spade and toil for wonders unseen.

Silver Keys & Key Chests

Silver Keys are some of the most valuable items in *Fable*—and well worth taking the time to find. In total, there are 30 Silver Keys hidden around Albion, some in plain sight while others lie underwater or buried beneath the earth.

Silver Keys open the 12 Silver Key Chests scattered throughout Albion. Inside, you'll find Elixirs of Life and Will Master's Elixirs—permanently increasing your Health and Will bars—alongside rare Augmentations and even rarer Legendary weapons. Silver Keys don't vanish when used, meaning you're able to open any chest with key requirements equal to or lower than your current tally.

Silver Keys and Silver Key Chest locations are marked on the maps throughout this guide, with more detailed information on both provided in Chapter 6.1.

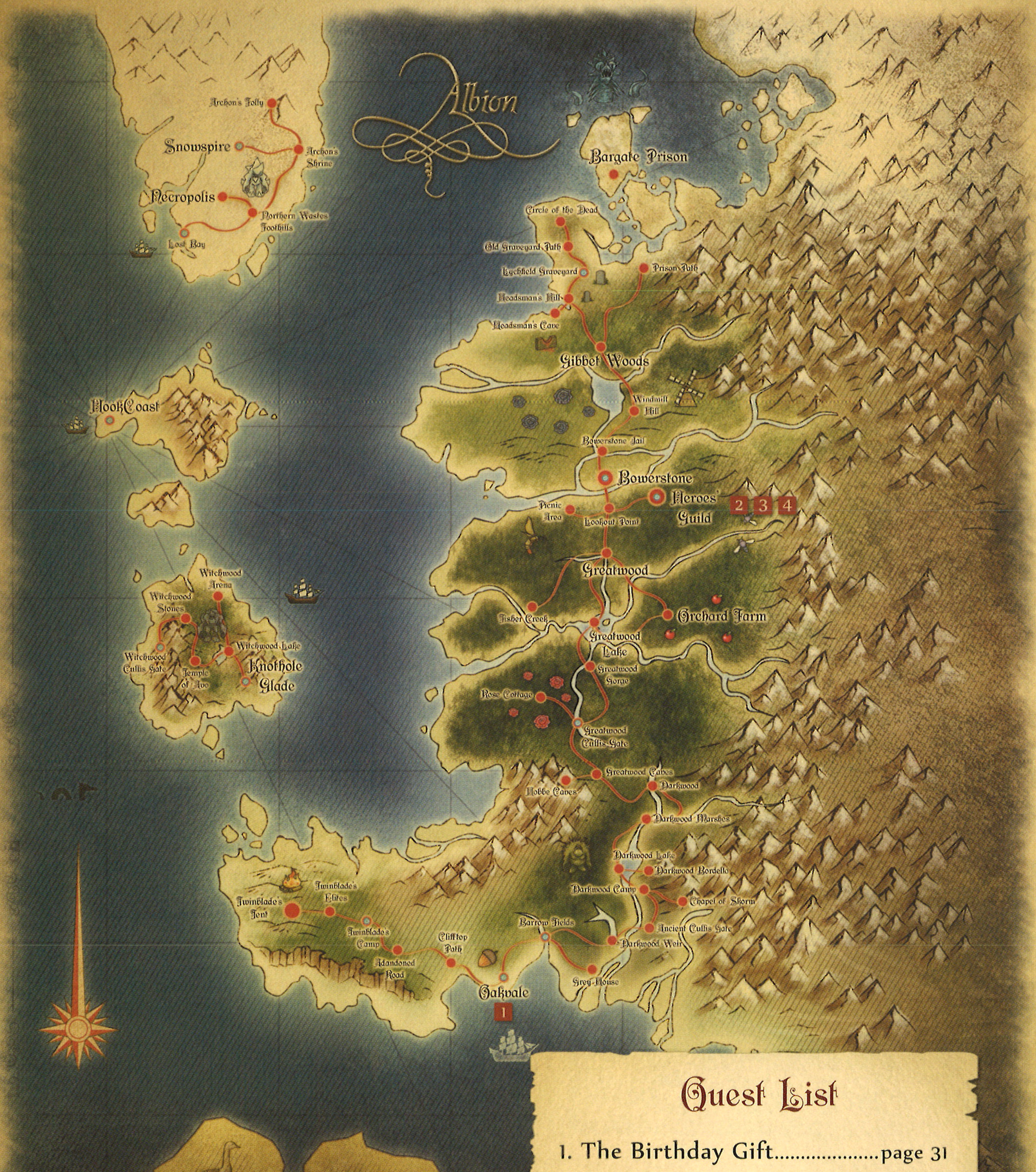
Demon Doors

Demon Doors are gateways to otherworldly realms, guarded by strange, sentient stone carvings. Demon Doors typically stand watch over uniquely powerful suits of armour and Legendary weapons.

There are 15 Demon Doors to be found in total and each can only be opened once you've satisfied its deepest desires. Often, you won't be equipped to solve a Demon Door's riddle on your first encounter, so make a note of its request and return when you're properly prepared. Opening every Demon Door is one of *Fable*'s greatest challenges—but the rewards are invaluable.

Demon Door locations are marked on the maps throughout this guide and you can refer to Chapter 6.1 for a full list of Demon Door solutions.

Chapter 3.1 ~ Walkthrough: Prologue

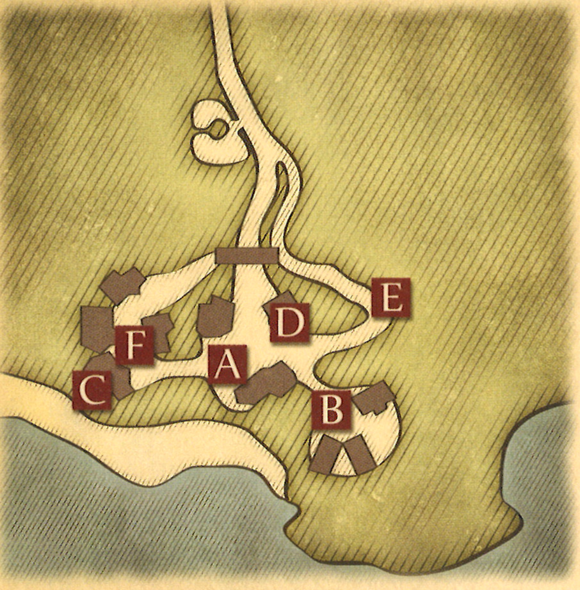

Albion
Archon's Folly
Snowspire
Archon's Shrine
Necropolis
Northern Wastes Foothills
Lost Bay
Bargate Prison
Circle of the Dead
Old Graveyard Path
Lychfield Graveyard
Prison Path
Headsman's Hill
Headsman's Cave
Gibbet Woods
Windmill Hill
Hook Coast
Bowerstone Jail
Bowerstone
Heroes' Guild
2
3
4
Picnic Area
Lookout Point
Greatwood
Witchwood Arena
Witchwood Stones
Fisher Creek
Orchard Farm
Greatwood Lake
Witchwood Lake
Witchwood Cullis Gate
Temple of Avo
Knothole Glade
Greatwood Gorge
Rose Cottage
Greatwood Cullis Gate
Greatwood Caves
Darkwood
Hobbe Caves
Darkwood Marshes
Darkwood Lake
Darkwood Bordello
Darkwood Camp
Chapel of Skorm
Twinblade's Elites
Twinblade's Tent
Barrow Fields
Ancient Cullis Gate
Twinblade's Camp
Clifftop Path
Darkwood Weir
Abandoned Road
Grey House
Oakvale
1

Quest List

1. The Birthday Gift....................page 31
2. Guild Training........................page 33
3. Melee Combat Test.............page 34
4. Will Combat Test.................page 35

Our story begins as the sun rises over the sleepy town of Oakvale. Today is your sister's birthday—and, like any good brother, you've entirely forgotten to buy her a present. Steel yourself, Hero, for there is shopping to do.

Oakvale (Once Upon A Time....)



QUEST START

The Birthday Gift

Summary: Get your sister a birthday present.
Money Reward: 0 **Renown Reward:** 0

Oakvale isn't exactly a hive of commerce and there's only one birthday gift to buy in town: the Chocolates sold by the Trader at **Point A**. They'll cost you three gold coins, which you can earn by helping (or terrorising) your neighbours.

There are four people in Oakvale looking for your help, each marked by a green dot on your map. For every Good deed you do, your dad will give you a single gold coin, so be sure to pop back home every so often to claim your reward. Evil deeds pay for themselves in equal amounts.

NOTE

Word of your wrongdoing travels quickly, so expect to be reprimanded frequently by the town guard if you're feeling mischievous.

Guarding The Stock

A farmer at **Point B** asks you to guard his three barns, keeping a watchful eye on his prize collection of barrels while he takes a much-needed lavatory break. Of course, who's to say there isn't something far more valuable than a single gold coin stashed away inside?

Simply stand between the piles of crates and keep watch until the farmer makes his triumphant, bladder-lightened return.

If you want to liven things up a little, enter each barn in turn and destroy the barrels inside. Your errant ways will unearth two Giant Beetles and a shiny gold coin—who says crime doesn't pay?

The Secret Tryst

Head around to the rear of the house (at **Point C**) and you'll disturb the the saucy embrace of a man and his mistress. Listen from a distance, then run over to let them know the game is up.

Refuse the man's bribe and immediately inform his wife (at Point D) of his adulterous activities. You home wrecker, you.

Accept the bribe. Then, proving that you *can* have your cake and eat it, rat the man out to his wife (at Point D) anyway. You'll actually get Good points for this double-cross so purely Evil players might want to stop at the bribe.

The Bully Shakedown

There's a scuffle going on over at **Point E.** An older boy is beating up a younger one to get his hands on Rosie the Teddy Bear—which, as luck would have it, is required elsewhere in Oakvale.

Teach the bully a lesson by roughing him up a little and you'll receive the bear in gratitude.

If you're feeling particularly devilish, simply beat the bear out of the younger boy yourself. You scoundrel.

The Lost Teddy Bear

There's a teary-eyed tot over at **Point F** who's desperate to find her missing Teddy Bear. You'll get it by beating up either of the boys at **Point E,** but then what?

If you have a heart full of sunbeams, simply return the bear to the girl. Job done.

Alternatively, give the bully the bear by talking to him again. Sure, he'll probably spend the afternoon plucking its stuffing out but that's no concern of yours.

Once you've earned three gold coins, hand them over to the Trader at **Point A**, take your Chocolalte, then make your way to the Gold Quest marker on your mini-map. Your sister, who's apparently easily pleased, will be thrilled by your gift.

Sadly, it's but a fleeting moment of joy. Leave the field and prepare for the mother of all party crashers. You wake some time later and Oakvale is in turmoil. Fire spreads through the streets, threatening to swallow the village whole. Climb up the hill ahead and begin winding your way toward home.

QUEST COMPLETED

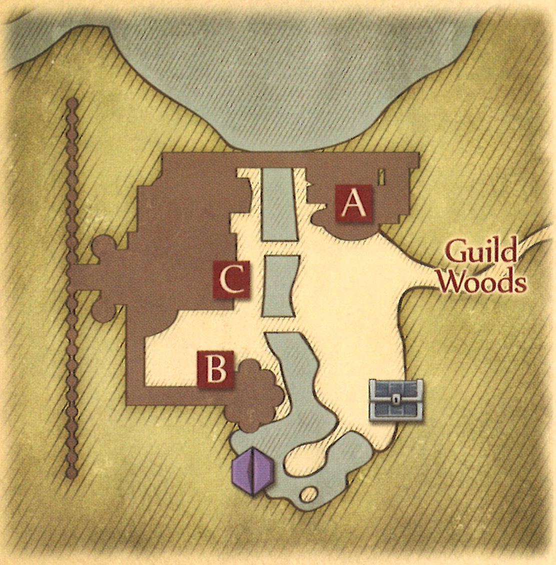
The Birthday Gift

ACHIEVEMENT

FROM THE SMALLEST ACORN

And so your childhood ends in tragedy. On the upside, you get your very first Achievement to help you through your grief. Swings and roundabouts, eh?

Heroes' Guild



Some years have passed since that bloody night in Oakvale and fate, it seems, has brought you to the steps of the Heroes' Guild. Soon it will be time to forge your own path—but will it be one of darkness or one of virtue? Wherever your journey takes you, your first task is to sharpen your skills.

Your Training Begins

QUEST START

Guild Training

Summary: Remain at the Guild, learning the abilities you need to graduate as a Hero.
Money Reward: 0 **Renown Reward:** 0

You can begin your training at any time by heading toward the Gold Quest marker on your mini-map. However, there's plenty more to see and do around the Guild.

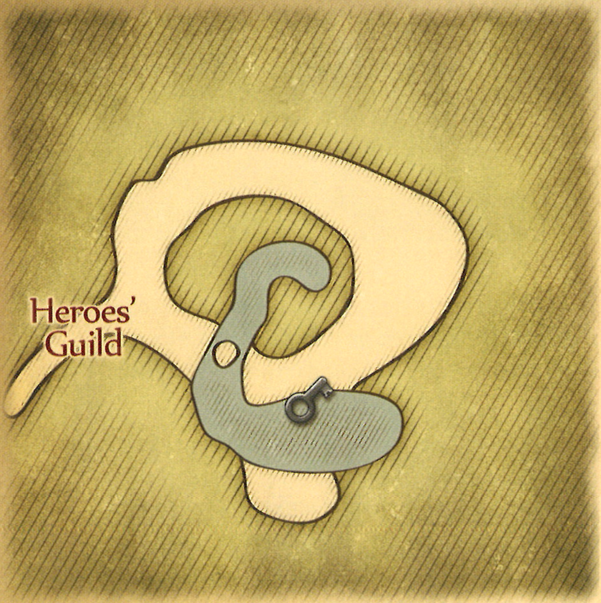
Now is a good time to try out your Expressions so spend a few minutes perfecting your farting prowess then head out to explore. Pay particular attention to the Guild's bookcases, as some contain hefty tomes to add to your collection of Albion lore. There are numerous books in the ground-floor library, with three more waiting upstairs, alongside a Kryndon Tattoo.

You might also want to examine the first Silver Key Chest and Demon Door across the river, or try your hand at the side-quests indicated by the green dots on your map. Some, however, require you to have made progress in your training first.

Melee Combat

Your training begins at the combat ring, marked by the Gold Quest marker on your map. Talk to the Guildmaster and he'll teach you the basics of combat. Hit the dummy seven times to earn your first weapon—the mighty Stick. Equip it and give the dummy another good thrashing.

Guild Woods



QUEST START

Melee Combat Test

Summary: Kill the beetles infesting Guild Woods.
Guild Reward: 20 Gold **Renown Reward:** 30

Once your first lesson is over, it's time to pit your Stick against some real enemies. Head east to Guild Woods and introduce your new pointy pal to the Beetles marked by the red dots on your map.

Beetles are feeble foes, so don't expect much of a challenge. Just take your time and ensure you collect the Experience Orbs expelled from their twitching bodies.

QUEST COMPLETED

Melee Combat Test

Afterward, return to the Heroes' Guild and tell the Guildmaster that you're ready to begin your Apprentice Training.

Apprentice Training

As an apprentice (and strapping teenager now, thanks to the passing of time), you're expected to prove your worth in Melee, Archery, and Will combat. You can repeat each test to earn bonus items, so don't move on to the next stage of training without them.

Melee Training

Start your Melee lesson by meeting the Guildmaster at the combat ring. Equip your brand-new Iron Longsword and prepare for a crash course in attacking, blocking, and dodging. Once you've mastered the basics, you'll go toe-to-toe with Whisper again, but she doesn't put up much of a fight.

NOTE

Return to the combat ring once you've completed the Melee training and you'll find a black-cloaked Guild member waiting by the gate. Accept his challenge and earn an A+ grade to receive the Iron Katana.

Archery Training

To begin the next stage of your training, make your way to the Archery range. Talk to the Guildmaster and he'll present you with a Yew Longbow. Fire a few arrows at the stationary dummies and you'll face a second test against moving targets.

NOTE

Return to the range once your Archery training is complete and you'll be given the chance to grade your bowmanship. To score an A+ grade, and a lovely Yew Crossbow, keep your aim to the right and repeatedly nail the farthest-back dummy with maxed-out shots.

Will Training

Once you're ready for your third and final test, make your way south to the small island near the Demon Door. It's time for a battle of Will and you have 30 seconds to land a Lightning blow on as many dummies as possible. Your auto-lock should latch back onto a target as soon as it's recovered so simply wait a few seconds after three consecutive strikes, then start over.

NOTE

When you're done, score an A+ grade in advanced Will training to earn a Will Potion and a valuable Resurrection Phial—well worth the minimal effort!

QUEST START

Will Combat Test

Summary: Go with Whisper into Guild Woods.

Guild Reward: 0 **Renown Reward:** 0

Once you've completed Will training, select 'Play with Whisper.' Head to the Guild Woods and prepare to do battle against some Bandits. There's no way across the river, so use your bow or fry them with lightning to clear the area. If you're injured, Whisper will heal you—but it's far from a tough fight. You won't get much for your efforts beyond a few Experience Orbs but then it's not *all* about materialistic gain, right?

QUEST COMPLETED

Will Combat Test

Pre-Graduation Side-Quests at the Heroes' Guild

If you want to earn a few bonus items during your time at the Heroes' Guild, take a stab at the four side-quests dotted around the map. Be warned, though; these are only available up until your final exam against Maze in Guild Woods.

Baking A Pie

Visit the building at **Point A** and you'll find a cook in desperate need of four red apples to finish the pie she's baking. As luck would have it, the fields near Guild Woods' entrance are strewn with Cooking Apples. Gather them up, return to the cook, and rejoice at your brand-new, health-restoring Blueberry Pie.

The Foot Race

At **Point B**, you'll find two men arguing. If you choose to accept their speed challenge, you're given 50 seconds to leg it to the Guild's Demon Door and back. Make haste—not forgetting to use the 'run' button—and victory, plus the tidy sum of 25 Gold, will be yours.

Shooting Sparrows

Once you've earned the Yew Longbow from Archery training, make your way to **Point C** on the map. Chat to the man here and you'll be challenged to hunt the seven sparrows nesting on rooftops and in the gardens to the east. Each kill earns you 5 Gold and +1 Renown, with a 25 Gold bonus awarded for slaughtering them all. Note that sparrow killing is, unsurprisingly, considered an Evil deed.

Scythe and Maze

Visit the second floor of the Guild tower in the south and you'll find Scythe and Maze, deep in portentous conversation. What's more, the room's bookshelves contain two more tomes to add to your burgeoning collection.

The Final Exam

You can take your final exam immediately after completing your Will training. However, if you chose to play with Whisper, you'll need to meet the Guildmaster back in the Map Room first.

Once the cutscene has played, you have one last chance to complete the Guilds' various side-quests. Do so then prepare to take on Maze, deep in Guild Woods. Keep track of his position on the mini-map and remember your auto-target as you unleash Melee, Archery, and Will attacks—in that order.

With Maze suitably convinced of your Hero credentials, the first chapter in your epic tale is complete. Sit back, enjoy your graduation ceremony, and smile inwardly as you receive your shiny Guild Seal reward.

Back in the Map Room, step into the light and use your mass of newly acquired Experience points to beef up your stats and Spells. This completes the Guild Training quest and earns you several valuable parting gifts: two Resurrection Phials, two Health Potions, a Mana Potion, an Apple Pie, and a Lamp. Assign the Lamp to your Quick Menu for easy access in Albion's darker recesses then prepare to step out into the world.

QUEST COMPLETED

Guild Training

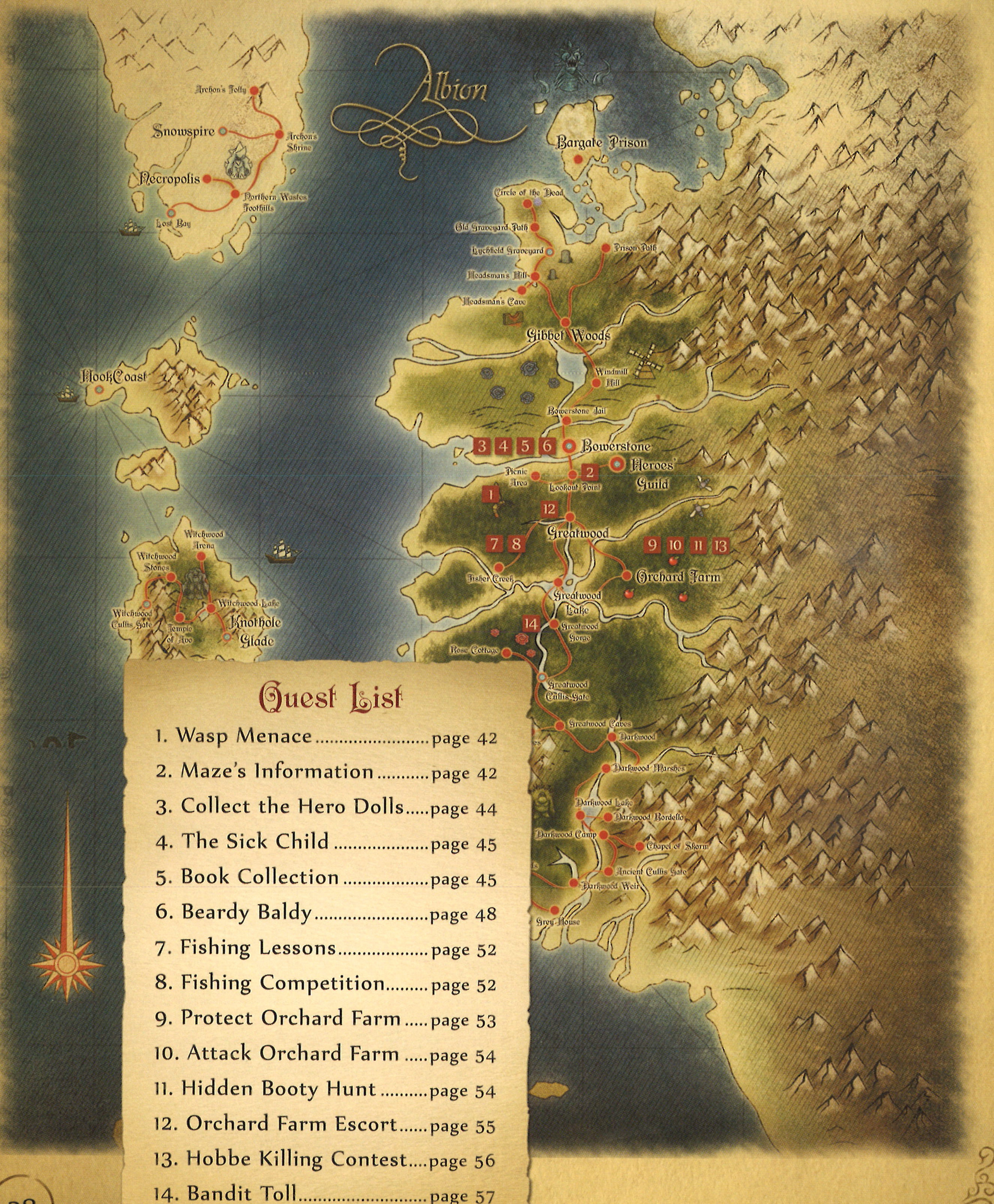
ACHIEVEMENT

THE GRADUATION

25

It's been a long time coming but, finally, you can call yourself a Hero— safe in the knowledge that, whatever the future brings, you're now suitably equipped to fry its face off.

Chapter 3.2 ~ Walkthrough: Lookout Point to Greatwood Caves


Albion
Archon's Folly
Snowspire
Archon's Shrine
Necropolis
Northern Wastes Foothills
Lost Bay
Bargate Prison
Circle of the Dead
Old Graveyard Path
Lychfield Graveyard
Prison Path
Headsman's Hill
Headsman's Cave
Gibbet Woods
Windmill Hill
Hook Coast
Bowerstone Jail
3 4 5 6
Bowerstone
Heroes' Guild
2
Picnic Area
Lookout Point
1
12
Greatwood
7 8
9 10 11 13
Orchard Farm
Fisher Creek
Greatwood Lake
14
Greatwood Gorge
Rose Cottage
Greatwood Cullis Gate
Witchwood Arena
Witchwood Stones
Witchwood Lake
Witchwood Cullis Gate
Temple of Avo
Knothole Glade
Greatwood Caves
Darkwood
Darkwood Marshes
Darkwood Lake
Darkwood Bordello
Darkwood Camp
Chapel of Skorm
Ancient Cullis Gate
Darkwood Weir
Grey House

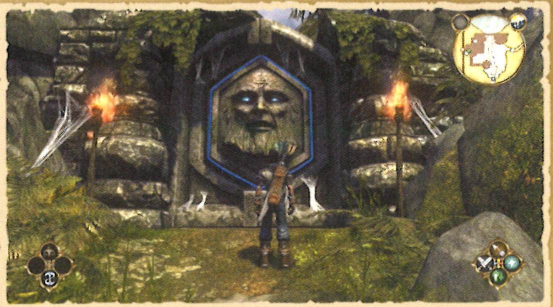
Quest List

1. Wasp Menace .... page 42
2. Maze's Information .... page 42
3. Collect the Hero Dolls..... page 44
4. The Sick Child .... page 45
5. Book Collection .... page 45
6. Beardy Baldy .... page 48
7. Fishing Lessons.................. page 52
8. Fishing Competition......... page 52
9. Protect Orchard Farm ..... page 53
10. Attack Orchard Farm ..... page 54
11. Hidden Booty Hunt .... page 54
12. Orchard Farm Escort...... page 55
13. Hobbe Killing Contest.... page 56
14. Bandit Toll........................... page 57

Now that you're a fully qualified member of the Heroes' Guild, the world of Albion awaits. Untold wonders lie beyond the great Guild doors but, as the old saying goes, an unprepared Hero is a dead Hero. Before you do anything else, grab the Wasp Menace quest card from the Map Table in the centre of the room—you'll be needing it shortly. Next up, why not browse the Guild Shop or check out the magnificent Chamber of Fate? You can even open your very first Demon Door! Once you've had your fill of the Heroes' Guild, though, return to the Map Room and pass through the large doors for your first proper look at Albion.

Chamber of Fate

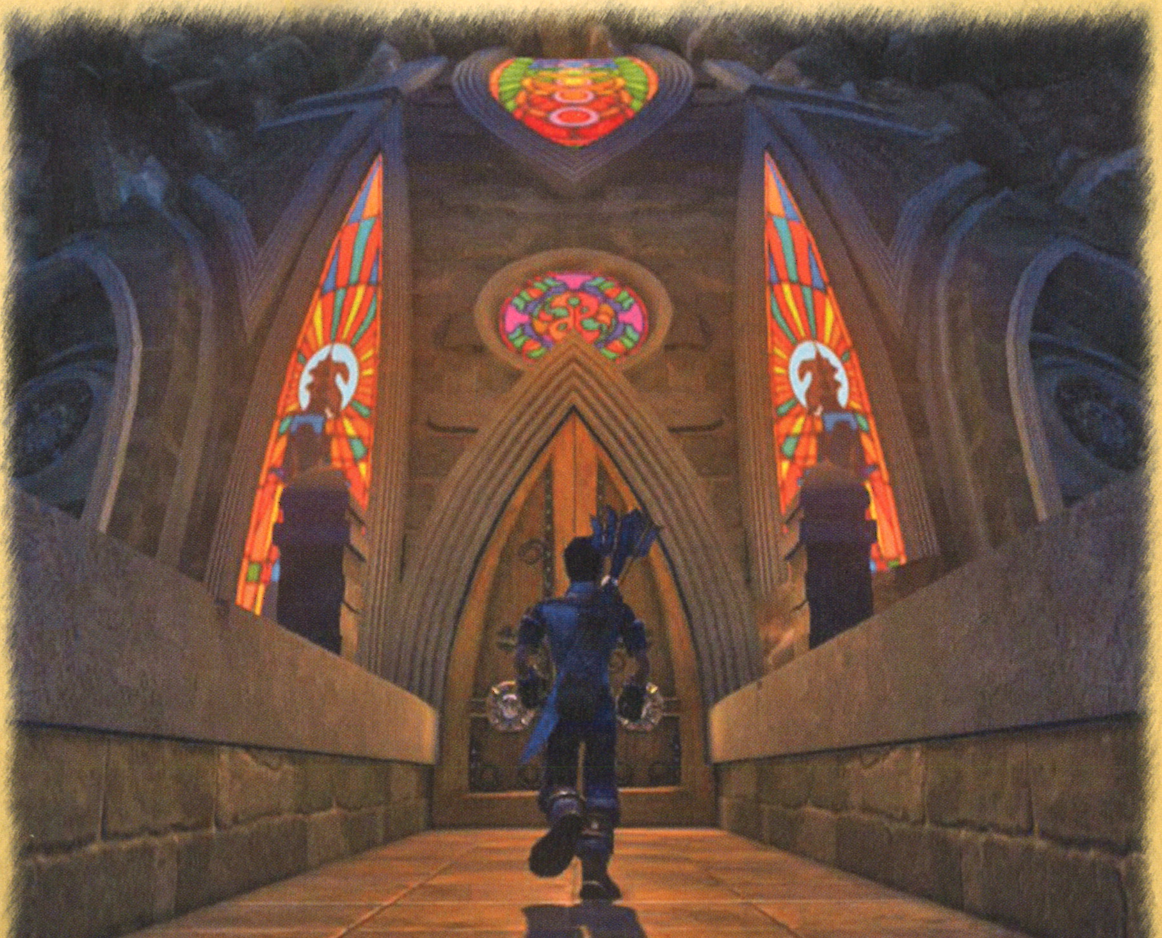
The Guild's imposing Chamber of Fate lies beyond the doors in the Guild Caves, accessible via the library on the ground floor. As you perform ever-more-mighty deeds around Albion, the room's empty frames are filled with glorious frescos, depicting your most Heroic adventures. Pop back every so often to admire their artistry—and marvel at the wonder that is you.



Heroes' Guild Demon Door

"Your path is dark. Only a light will reveal it. And you are not bright enough."

You've already gone nose-to-face with the Heroes' Guild Demon Door during the Foot Race side-quest. Now it's time to see what treasures it holds. Simply make your way out back and use your Lamp (received during your graduation) in front of the Demon Door. Inside is the Library Arcanum, containing an Elixir of Life, a Howl Tattoo, and a couple of books to add to your collection.



Shopping at the Heroes' Guild

Take a moment to investigate the Heroes' Guild Shop—but don't be too hasty to pull out your purse. As desirable as its wares are, Guild Shop items are far from a bargain, many costing up to 60 percent more than their actual value. You see, in Fable, there's a considerable difference between an item's worth and the amount it's sold for around Albion. Asking prices fluctuates depending on a number of factor—from current stock to your Guile rank. Needless to say, with such a massive mark-up here, only shop at the Heroes' Guild when absolutely necessary.

WEAPONS

MELEE	VALUE
Iron Axe	125
Iron Cleaver	138
Iron Greataxe	200
Iron Greathammer	225
Iron Greatmace	213
Iron Katana	238
Iron Mace	113
Iron Pickhammer	100
Master Greatmace	29,644
Master Greatsword	33,131
Master Longsword	20,925
Obsidian Greatmace	3,315
Obsidian Greatmace	2,340
Obsidian Mace	1,755
Steel Axe	375
Steel Mace	338
Steel Pickhammer	300
RANGED	**VALUE**
Ebony Crossbow	2,100
Ebony Longbow	1,820
Master Longbow	23,400
Oak Crossbow	550
Oak Longbow	450
Yew Crossbow	200

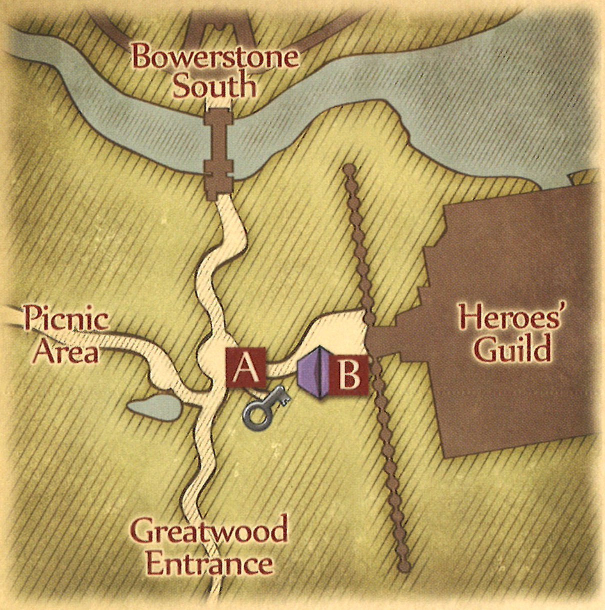
CLOTHING

HANDS	VALUE
Assassin Gloves	135
Chainmail Gauntlets	742
Leather Gauntlets	127
Plate Gauntlets	1,980
Villager Gloves	21
TORSO	**VALUE**
Leather Chest Piece	507
Villager Shirt	84
LEGS	**VALUE**
Chainmail Leggings	2,596
Leather Leggings	443
Plate Leggings	6,930
Villager Trousers	74
FEET	**VALUE**
Chainmail Boots	371
Leather Boots	63
Plate Boots	990
Villager Boots	11
Will User's Boots	74

ITEMS

POTIONS	VALUE
Health Potion	80
Resurrection Phial	500
Will Potion	70
GIFTS	**VALUE**
Chocolates	10
PRODUCE	**VALUE**
Apple Pie	15
Carrot	6
Fish	12
Flour Sack	35
Grain Sack	25
Green Apple	4
Red Meat	14

Lookout Point



Outside, in the fresh Albion air, you'll spot the empty Boasting podium to your right (expect to see more of that later) and a curiously faceless Demon Door to your left (expect to see more of that later, too). When you're ready to move on, head west toward the crossroads and take a moment to get your bearings.

From here, Bowerstone lies to the north, Greatwood to the south, and The Picnic Area to the west. Before setting off on your travels, though, it's worth investigating the area a little more thoroughly. For starters, consider hacking through the brambles near **Point A**—there's a narrow path beyond, leading to your first Silver Key. Only 29 more to go!

Lookout Point Title Vendor

Standing close to the Heroes' Guild entrance (at **Point B**) is one of Albion's two Title Vendors. For the cost of a couple of Gold, you can purchase a new Hero Title, meaning you'll never have to hear the words "Chicken Chaser" again.

TITLE	VALUE
Arseface	60
Assassin	280
Avatar	1,000
Chicken Chaser	40
Druid	200
Hood	200
Liberator	600
Maleficus	600
Piemaster	100
Ranger	260
Runemaster	450
Sabre	250

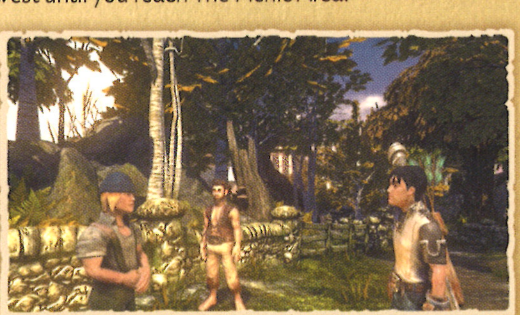
The Beggar and the Bully

There's a bit of an altercation going on near **Point A.** Depending on how you resolve the conflict, you can shift your Alignment 20 points, either toward Good or Evil.

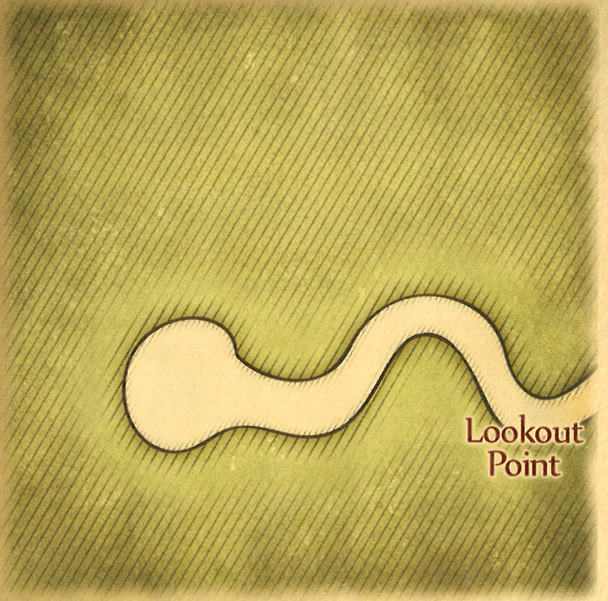
All the beggar wants is to be rid of his aggressor. A quick blast of your Fart Expression should do the job nicely.

If you're more sympathetic to the bully's plight, land a few savage blows on the bum to send him packing.

Once you've fully explored Lookout Point, you should make a start on your first proper quest. Follow the bellowing villager west until you reach The Picnic Area.



The Picnic Area



QUEST START

Wasp Menace

Summary: End the Picnic Area infestation.
Money Reward: 500 **Renown Reward:** 200

If ever a picnic could go badly wrong, this is it. Angry buzzing fills the air as basket-loving day trippers gasp their last gasp on the ground. Your first task is to deal with the Wasps in the area. Thankfully, they're puny sorts and a couple of well-placed Melee blows will finish them off with ease.

If you're finding them a little too nimble, though, auto-target is your friend here. Once the Wasp Queen arrives, switch to magic or your Ranged weapon and let rip. It should only take a couple of shots to bring her down, earning you the Wasp Queen's Head Trophy as a reward. And who hasn't always wanted an enormous, oozing bug head to call their own?

QUEST COMPLETED

Wasp Menace

NOTE

Now that you've won your first Trophy, get into the habit of flashing it around the place—particularly in busy areas. Once it's out, you're given a set amount of time to show it to as many people as possible—beat your current record and oodles of Renown will be yours. Certain quests can only be accepted by a Hero of a certain Renown level so don't neglect your Trophy-toting duties!

ACHIEVEMENT

15

PROJECT EGO

If you're wondering what else you can do with your Wasp Queen's Head, why not try your hand at earning the Project Ego Achievement? All you need do is whip out your Trophy and show it to every available witness in the area, once the mini-game begins. If you're less inclined toward self-promotion, Project Ego can also be won by purchasing a house and slapping a Trophy on your wall. Just make sure it doesn't clash with the curtains.

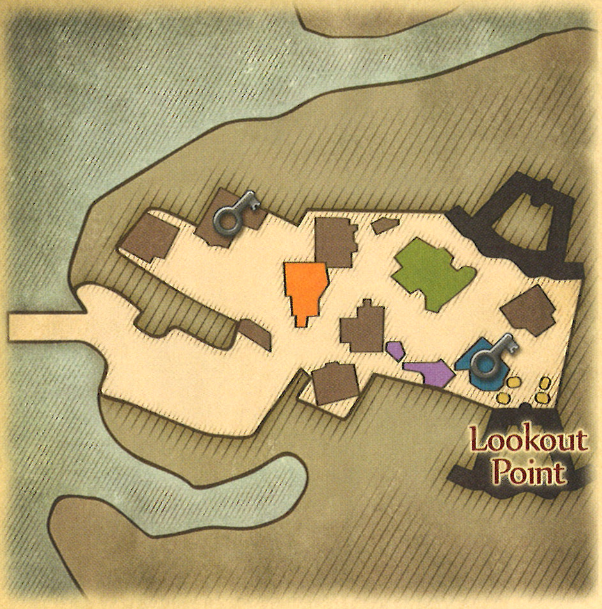
Once the area is free of giant, man-eating insects, scavenge the picnic tables for various food items, a Standard Beard card, and a Health Potion. Next, return to Lookout Point, where you'll receive an urgent message from the Guild Master. The ever-demanding Maze requests your presence at the Bowerstone Tavern. Best not keep him waiting.

QUEST START

Maze's Information

Summary: Maze is waiting for you at Bowerstone Tavern, which can be reached from Lookout Point.
Money Reward: 0 **Renown Reward:** 0

Bowerstone South



Bowerstone South lies to the north of Lookout Point. Enter its gates and the local constabulary will take a moment to explain the rules you're expected to follow in civilised society. Basically, don't: kill people; do: try your best not to kill people. Once he's done, locate Maze outside the tavern and speak to him.

QUEST COMPLETED

Maze's Information

Maze suggests you return to the Guild and take on the Orchard Farm quest. By all means, do so immediately—but there's still plenty to see and do in Bowerstone if you'd rather take your time. Silver Key collectors, for instance, should head back down the hill and enter the clothing shop to the right. Upstairs, on the balcony, you'll locate the second Silver Key.

Bowerstone South Tavern

This heaving den of iniquity offers more than a frothy pint to quench your thirst. Poke around and you'll discover a fine selection of beds upstairs—perfect for Heroes in need of 40 winks. Sleep in one for a small fee and night turns to day—or vice versa. Some quests are time dependent, so, if you can't seem to find someone in town, have a kip. In the bar itself, you can try your hand at Card Pairs (and earn yourself a special prize), while local bodyguards offer sword-swinging assistance on your travels for a mere 10 Gold an hour.

ACHIEVEMENT

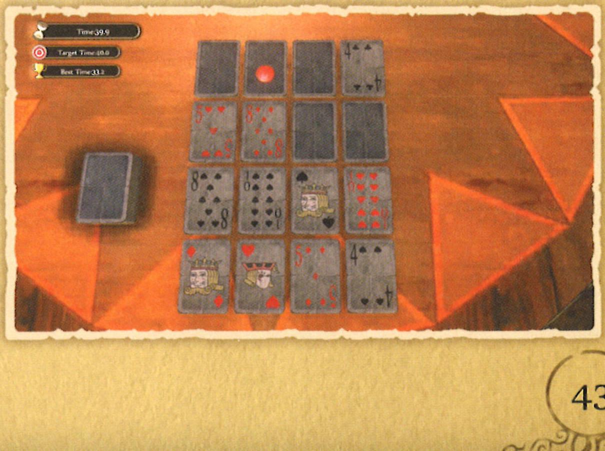
THE DRINKING GAME

10

If you're gasping for a nice cold jug of ale (and who wouldn't be after killing a Wasp?), there's a special Achievement awaiting those that knock 'em back to the point of puking. Alternatively, if you'd rather not face the morning after, ply a fellow patron with drink instead to unlock the same Achievement.

Card Pairs

Card Pairs should be familiar to anyone that's ever clenched a deck in their sweaty palms. It's a simple memory game where your goal is to find every pair on the table by flipping two cards at a time. Beat the game in less than 30 seconds to win the much-sought-after Briar Rose Hero Doll. Take it to the boy wandering through town and you'll receive the Collect the Hero Dolls quest to complete at your leisure.



TIP

If you've got a natural talent for card matching, why not spend a few minutes raking in enough cash to buy the Obsidian Cleaver? It's cheap, light, and does a decent amount of damage—plus, if you whack in the Sharpening Augmentation found at Greatwood Entrance, you'll have a weapon that should last you a fair old while.

QUEST START

Collect the Hero Dolls

Summary: Find as many Hero Dolls as possible on your travels.
Money Reward: 0 **Renown Reward:** 0

There are seven Hero Dolls located around Albion—most rewarded for performing record-breaking feats in tavern mini-games. Once you've found them all, speak to the teacher at Bowerstone South school. Your prize for completing this lengthy, globe-trotting challenge is the entirely useless Jack of Blades Hero Doll.

ACHIEVEMENT

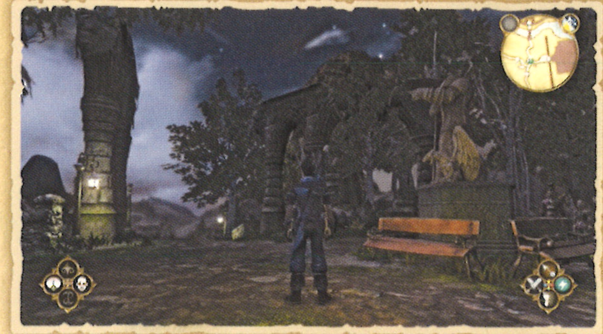
FABLE HEROES

15

If you need some extra encouragement to complete the Collect the Hero Dolls quest, note that hardy Hero Doll hunters earn the Fable Heroes Achievement once their Albion-wide search is over.

The Tavern Cellar

Nip behind the tavern and you'll spy a tantalisingly locked cellar door. Sadly, though, no amount of frantic bashing will get you inside. As day turns to night and night into day, however, the statue at Lookout Point slowly spins on its axis. When its finger points toward Bowerstone South (around midnight), examine it and the cellar doors magically unlock, revealing a handy Leather Chest Piece inside. Changing the barrels must be a nightmare.



TIP

The statue's roving finger also dictates the arrival of a secret chest at Greatwood Entrance. Investigate the small alcove to the east around midday and the chest is yours for the opening. Spoiler: There's an Augmentation inside.

The Sick Child

Once you're done draining the tavern dry, head outside and make your way back down the hill—you should spot a small girl, calling for your attention. Stop for a chat then follow her through town until you reach her mother. It seems some magical mushrooms have placed a young man in peril (don't eat stuff you find lying around magic meadows, kids!) and, lo, a new quest begins.

QUEST START

The Sick Child

Summary: A child has fallen sick in Bowerstone after eating strange mushrooms. Can you help the child get better?
Money Reward: 2,000 **Renown Reward:** 200

To complete this particular quest, you need to find four Blue Mushrooms scattered around Albion and take them to the witch in Bowerstone Quay. Two of the four lie in easy reach—and you can make headway on the third as well. Before you begin, though, there's a little more sightseeing to be done.

Book Collection

Pay a visit to Bowerstone school in the north-west and its troubled teacher requests that you use your considerable Hero-ing skills to help restore the dwindling library, bringing back books you find on your travels.

QUEST START

Book Collection

Summary: The school in Bowerstone needs books to restock its library.
Money Reward: 0 **Renown Reward:** 100

You'll receive a prize once you've returned a set number of books to the teacher. As it happens, you should already have plenty on your person if you looted the shelves at the Heroes' Guild. Your first reward is either the Bright Wizard Hat or Dark Wizard Hat, depending on the nature of the books you donate. Once you've delivered 25 acceptable tomes, you'll be the lucky recipient of a Silver Key.

BOOK	LOCATION
A Love Story	Heroes' Guild
Creatures of Albion Book I	Heroes' Guild
Creatures of Albion Book II	Heroes' Guild
Creatures of Albion Book III	Heroes' Guild
Eyes of a Killer	Bowerstone South
Jack of Blades	Heroes' Guild
Making Friends	Heroes' Guild
The Arena	Heroes' Guild
The Balverine Slayer	Knothole Glade
The Dragons	Heroes' Guild
The Guild of Zeroes	Bowerstone South
The Northern Wastes	Heroes' Guild
The Oakvale Raid	Oakvale
The Old Kingdom	Heroes' Guild
The Other Land	Heroes' Guild
The Pale Balverine	Heroes' Guild
The Repentant Alchemist	Bowerstone South
The Sock Method	Oakvale
The Tailor's Tragedy	Bowerstone North
The Tale of Maxley	Heroes' Guild
The Tale of Twinblade	Heroes' Guild
The Trials of Aarkan	Oakvale
The Ugly Guide	Oakvale
Windbreaker Rule Book	Bowerstone South
You Are Not a Bad Person	Bowerstone South

QUEST COMPLETED

Book Collection

ACHIEVEMENT

EDUCATION RULES THE NATION

As if a Silver Key wasn't reward enough for safeguarding the future of Albion's education system, you'll also receive a brand-new Achievement for your troubles.

Shopping at Bowerstone South

Prices in Bowerstone South are considerably less wallet-ravaging than those at the Heroes' Guild. Most items can be bought for close to their base value if you're looking halfway presentable. You'll get some real bargains at the item shop near the gates—including Grain Sacks, which you can sell for a profit at the Heroes' Guild Shop. Use your proceeds to grab some Leather Armour and a Spade before waving goodbye to Bowerstone South.

ACHIEVEMENT

WHAT ARE YA SELLIN'?

If you're in the mood for a bit of bartering, the old sellin'-the-Grain-Sacks-at-the-Heroes'-Guild trick will reap you more than just a decent profit—you'll also earn an Achievement. Alternatively, you can get it by stealing something from a shop—possible once your Guile reaches Rank 3.

CLOTHING

HEAD	VALUE
Chainmail Helmet	742
HANDS	**VALUE**
Bright Leather Gauntlets	150
Chainmail Gauntlets	742
Dark Leather Gauntlets	144
Dress Gloves	13
Leather Gauntlets	127
Plate Gauntlets	1,980
Villager Gloves	21
TORSO	**VALUE**
Bright Leather Chest	545
Chainmail Shirt	2,967
Dark Leather Chest	535
Leather Chest Piece	507
Plate Chest Piece	7,920
Upper Dress	50
Villager Shirt	84
LEGS	**VALUE**
Bright Leather Leggings	465
Chainmail Leggings	2,596
Dark Leather Leggings	460
Leather Leggings	443
Lower Dress	44
Plate Leggings	6,930
Villager Trousers	74
FEET	**VALUE**
Assassin Boots	68
Bright Leather Boots	70
Chainmail Boots	371
Dark Leather Boots	69
Leather Boots	63
Plate Boots	990
Villager Boots	11

WEAPONS

MELEE	VALUE
Iron Axe	125
Iron Cleaver	138
Iron Greataxe	200
Iron Greathammer	225
Iron Greatmace	213
Iron Greatsword	238
Iron Katana	163
Iron Longsword	150
Iron Mace	113
Iron Pickhammer	100
Master Axe	17,438
Master Pickhammer	13,950
Obsidian Cleaver	2,145
Obsidian Greatsword	3,705
Obsidian Pickhammer	1,560
Steel Axe	375
Steel Longsword	450
Steel Mace	338
Steel Pickhammer	300
RANGED	**VALUE**
Yew Longbow	150
Yew Crossbow	200
Oak Longbow	450
Oak Crossbow	550
Ebony Longbow	1,820

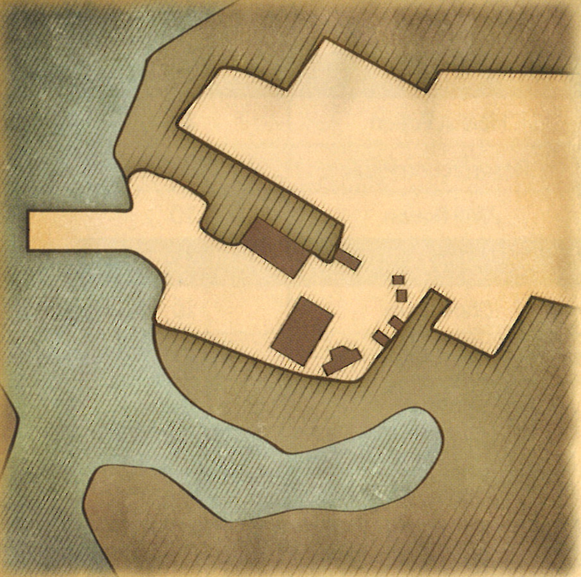
ITEMS

POTIONS	VALUE
Health Potion	80
Resurrection Phial	500
Will Potion	70
GIFTS	**VALUE**
Chocolates	10
Fake Wedding Ring	200
Perfume	120
Red Roses	20
Wedding Ring	900
PRODUCE	**VALUE**
Apple Pie	15
Carrot	6
Cider Crate	52
Fish	12
Flour Sack	35
Grain Sack	25
Green Apple	4
Red Meat	14
OTHER	**VALUE**
Fishing Rod	50
Spade	200

WANTED

WANTED	VALUE
Fish	12
Fish	18
Fishing Rod	50
Iron Longsword	150
Wedding Ring	900

Bowerstone Quay



Bowerstone Quay lies west of Bowerstone South. Make your way there and speak with the gentleman loafing around by the water. His daughter, it seems, has a thing for Heroes—although she's a little particular about their appearance. Agree to meet his fussy-sounding offspring and the Beardy Baldy quest begins.

QUEST START

Beardy Baldy

Summary: A man in Bowerstone has an unusual request for you.
Money Reward: 100 **Renown Reward:** 100

Once the quest is under way, Beardy Baldy gives you the Pudding Basin hairstyle card (or something equally unattractive) and suggests you visit the barbershop in Bowerstone South. Once there, use the card to transform yourself into something more becoming of a, um, modern man, then return to Beardy Baldy.

He's got another card for you this time—either the Mutton Chop Beard or the Trader Style Moustache—and suggests you go try it on for size. Repeat the process one more time to complete the quest and receive the Fire Monkey Tattoo. Congratulations, Hero! You now look ridiculous.

QUEST COMPLETED

Beardy Baldy

The Fist Fighters Gang ~ Level 1

If you fancy giving your Melee skills a bit of a workout, head to the Fist Fighting ring in Bowerstone Quay at night. Wait until the braying crowd arrives then speak with their mohawked leader. It costs 50 Gold to enter the first Fist Fighters challenge, but you can easily earn your money back and more.

Simply land as many bare-knuckle blows as possible to bring down your first three challengers. Your fourth opponent, however, is a bit tougher to tackle—use your Flourish attack to break through his defences and give him a pounding. Once all four rounds are cleared, you'll pocket the Fist Fight Level 1 Passed certificate—plus around 350 Gold and 50 Renown for a flawless victory. You need the certificate to enter other Fist Fighter challenges around Albion, so keep it safe!

NOTE

Don't forget to re-equip your armour after a bare-knuckle brawl. You might break a few hearts parading your pectorals around town, but nudity in battle rarely ends well.

Finding the First Blue Mushrooms

As soon as Bowerstone starts to lose its sheen, you can make a start on your newly acquired Sick Child quest. Return to The Picnic Area and have a natter with the unusually amused woman hanging around one of the benches. It turns out that she's hoarding the first mushroom—but how you retrieve it is up to you....

Use your Giggle Expression a few times to spread a little happiness. Once she's suitably jubilant, she'll hand over the first mushroom.

Can't be bothered with all that Expressions malarky? Then pull out your sword and prise the mushroom from her cold, dead hands. You absolute horror.

To acquire the second mushroom, you're going to need a Fishing Rod. You'll get one for nowt during the (imminent) Fisher Creek Fishing Lessons quest, but impatient types can buy one from the stall near Bowerstone Gates. According to the wide-eyed man at Lookout Point, the second mushroom is located near to the Heroes' Guild Demon Door. Make your way there and use your Fishing Rod on the water ripple close by.

Finally, for now, return to Guild Woods and chat with the lovelorn man in the area. Once his tear-jerking tale is complete, he begs you to take his letter to his beloved in Oakvale. Again, you have two options here.

Find the man's sweetheart in Oakvale and deliver the letter—there's another mushroom in it for you. Oakvale is still some way off, though, mind.

Alternatively, save yourself the hassle of lugging a bit of paper around by killing the man to get the next mushroom.

Oh, while you're in the area, you might as well fish up the next Silver Key from the large body of water to the south.

Orchard Farm and Greatwood

Now that you have a handful of those mysterious mushrooms tucked about your person, return to the Heroes' Guild Map Room and investigate the Map Table. You're able to choose between two new quest cards: Protect Orchard Farm and Attack Orchard Farm. Needless to say, you can only pick one—and each impacts your Alignment in significantly different ways.

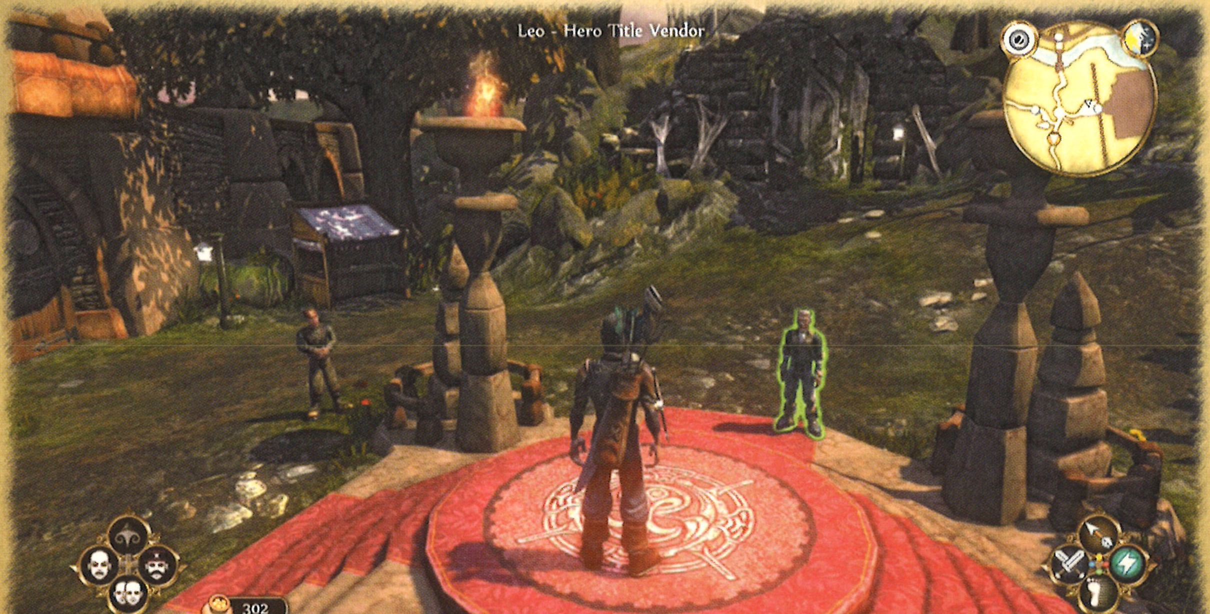
This is also your first opportunity to make a Boast wager in the game. Select 'Take Quest and Boast' to be transported to the podium at Lookout Point. Here, you can gamble your hard-earned Gold by promising to perform your chosen quest in one of several especially Heroic ways. When you're ready to start your next adventure, make your way to Greatwood Entrance, just south of Lookout Point.

PROTECT ORCHARD FARM ~ BOASTS

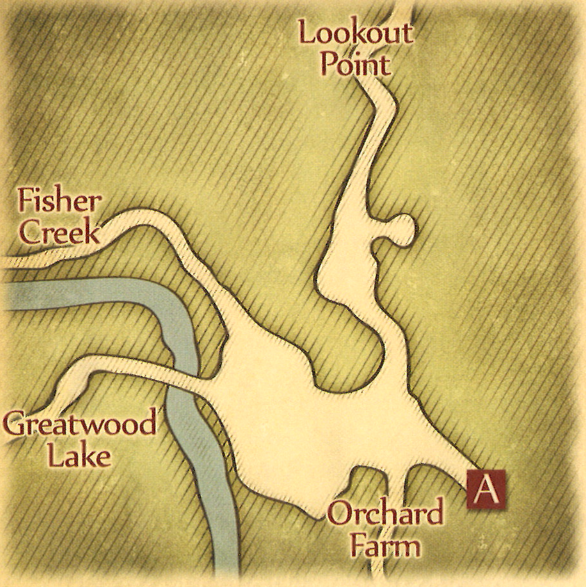
BOASTS	CRITERIA	WAGER	REWARD
Fist Fighter	Use no weapons or offensive magic.	100	300
No Protection	Do the quest naked.	80	160
Protect Guards	Ensure no Guards are killed.	100	250
Without a Scratch	Take no damage.	100	400

ATTACK ORCHARD FARM ~ BOASTS

BOASTS	CRITERIA	WAGER	REWARD
Fist Fighter	Use no weapons or offensive magic.	100	300
No Healing	Use nothing to restore health.	80	160
No Protection	Do the quest naked.	80	160
Protect Bandits	Ensure no Bandits are killed.	100	275
Without a Scratch	Take no damage.	100	400



Greatwood Entrance



As pleasingly picturesque as Greatwood might be, don't let your guard down while wadering its sun-dappled trails. A single moment's distraction is all it takes to find yourself swamped by swarms of Wasps or, worse still, Bandits. Tread cautiously as you work your way south, hacking through anything foolish enough to get in your way. Once the coast is clear, check out the dead end at **Point A**. Here, you'll find three Health Potions, a Will Potion, and, stashed away in the chest, a Will Master's Elixir—permanently increasing the size of your Will Energy Bar when consumed. If you've selected the Attack Orchard Farm quest (you scoundrel), you should follow the road south. Protectors, however, should head south-west, toward Greatwood Lake.

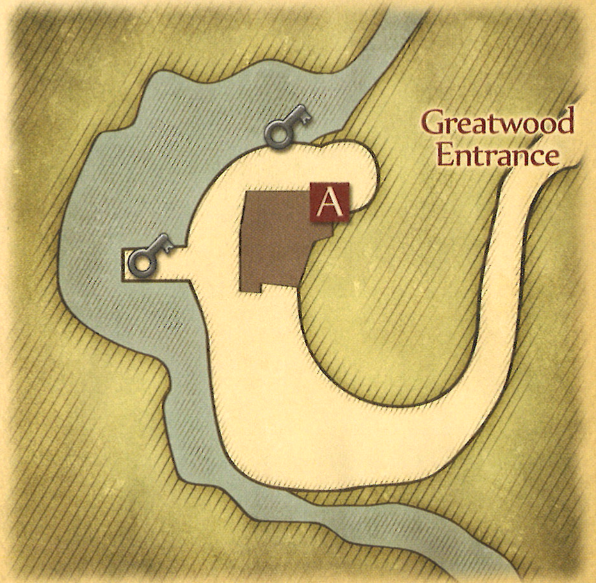
Trader Rescue

As you journey throughout Greatwood, you'll encounter numerous travelling Traders—usually under attack from the area's hostile fauna. Rescue them for a couple of Good points, and, better yet, to gain access to their many delightful wares. Expect reasonably priced items, including a couple of cheap Emeralds that can be sold for a profit elsewhere, plus better-than-average returns on any equipment trades.

NOTE

Eagle-eyed Heroes might also spot a travelling barber and tattooist in the area —perfect if you have a sudden hankering for a mid-mission makeover.

Fisher Creek



If you're in no particular hurry to complete your business at Orchard Farm, swing by Fisher Creek to the west of Greatwood Entrance and try your hand at the Fishing Lessons quest. As soon as you enter the area, you'll be attacked by the world's most half-hearted Wasp swarm. Quell its threat and a grateful local rewards you with a supremely useful Fishing Rod, plus a few lessons on how to use it.

QUEST START

Fishing Lessons

Summary: Learn how to fish.
Money Reward: 0 **Renown Reward:** 0

All you need do is head over to the nearby jetty and park yourself close to the rippling water. Cast your Fishing Rod when the icon appears in your Quick Menu and your fishing fun begins. When you feel a tug on your Rod, rapidly tap the 'Reel In' button until the fish icon reaches the hook in the corner of your screen. Be careful, though; reduce the speed of your taps dramatically (or stop completely) when the gauge begins to turn red—your line is close to breaking! If your practice catch is successful, the Golden Fish Trophy will be yours.

QUEST COMPLETED

Fishing Lessons

Before you leave the area, raid the chest at **Point A** for a pair of Leather Gauntlets. You'll also notice four fishing spots along the river bank to the left of the chest—use your Rod here to score 100 Gold, a Moonfish, a Working Moustache card, and a shiny Silver Key.

NOTE

If you didn't purchase a Fishing Rod back in Bowerstone, this is your first opportunity to reel in an Ages of Skill potion in the small pond at Lookout Point, and the Silver Key back in Guild Woods. Go get 'em!

ACHIEVEMENT

10

THE HERO OF TIME

Chomp down on that slightly suspicious-looking Moonfish you just caught while in Bowerstone during the day and a brand-new Achievement will be yours. Alternatively, gnaw on a Golden Carrot in Bowerstone at night to win the very same prize.

Fishing Competition

Return to Fisher Creek at any point after completing the Fishing Lessons quest and speak with the fisherman to enter the Albion annual Fishing Competition.

You caught something!

QUEST START

Fishing Competition

Summary: The Albion Angler's Association is holding its annual fishing competition.
Money Reward: 0 **Renown Reward:** 0

If you acquire a particularly impressive fish out in the wild of Albion, bring it back to Fisher Creek and let the fisherman size it up. Beat the current weight record (as indicated on the nearby sign) to win an exciting and glamorous prize. However, if your skills are sufficient to trounce the top score of 50g, you'll receive a fetching Fisherman's Hat, The Rod of Champions, and a Silver Key.

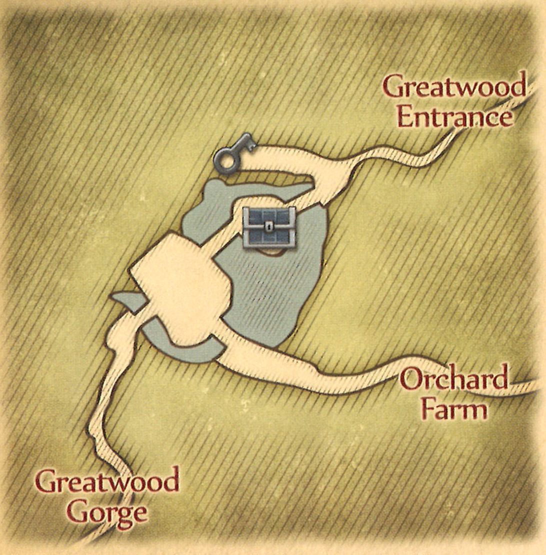
ACHIEVEMENT

15

THAT'S A REAL LUNKER!

If you're on a quest for full Achievement supremacy, you can earn another by winning the Fishing Competition. Or, if you prefer, by successfully completing a No Protection Boast in your underpants. Yes, that's right, it's a "tackle" joke.

Greatwood Lake



The ancient, imposing expanse of Greatwood Lake connects Greatwood Entrance, Greatwood Gorge, and your next destination, Orchard Farm. Unfortunately, it's usually rife with Bandits—so keep your wits about you.

As soon as you reach Greatwood Lake from Greatwood Entrance, you'll notice a path leading upward to the right. There's a broken bridge at the very end and, joy of joys, a Silver Key. That should bring your total up to five Silver Keys, meaning you can open the Silver Key Chest on the island in the centre of the lake—earning yourself a delicious Elixir of Life. There's a Health Potion tucked to the side of the strange spherical stone on the next island so feel free to grab that, too.

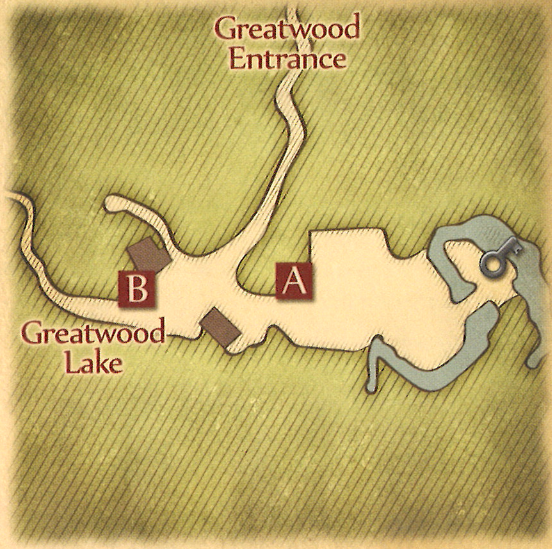
ACHIEVEMENT

5

GET IT OFF YOUR CHEST

The mere act of flinging open your first Silver Key Chest brings additional rewards, too. For instance, a sudden whiff of old burp-scented air and a brand-new Achievement!

Orchard Farm



Once you've made your way to Orchard Farm, either via Greatwood Entrance or from Greatwood Lake, it's time to get stuck into your next quest. Obviously, things play out a little differently depending on the card you chose, but there's action to be had either way.

QUEST START

Protect Orchard Farm

Summary: Help the Guards defend Orchard Farm from a Bandit Assault.

Money Reward: 750 **Renown Reward:** 400

As a protector, your job is simple: eliminate each wave of Bandits as they pour into the area, attempting to keep your Guard buddies safe at the same time. If a Bandit gets his hands on a crate from the barn, hunt him down before he escapes. If all crates go bye-bye, so do your chances of completing the quest.

QUEST START

Attack Orchard Farm

Summary: Lead the Bandits to the crates and cover their backs.

Money Reward: 1000 **Renown Reward:** 400

As an attacker, your role is to lead the Bandits to the barn and eliminate any Guard in the area. Once there, your next task is to provide cover while the Bandits remove each of the three crates in turn. Watch out, though; a new wave of Guards appears from the west after each crate is taken.

Duelling with Whisper

Regardless of the quest you selected, things culminate in a face-off against your old pal Whisper. She'll block your standard attacks with ease, so rain down blows and unleash a Flourish attack as soon as the option is available. She won't put up much of a fight and, once she's defeated, you'll earn the Whisper's Brooch Trophy as a reward—just the thing to assert your burgeoning Hero credentials.

ACHIEVEMENT

AS QUIET AS A WHISPER

10

If you can best your old Guild rival without taking a single lick of damage, there's another Achievement waiting for you. You are also permitted to punch the air once in celebration.

QUEST COMPLETED

Protect Orchard Farm

QUEST COMPLETED

Attack Orchard Farm

ACHIEVEMENT

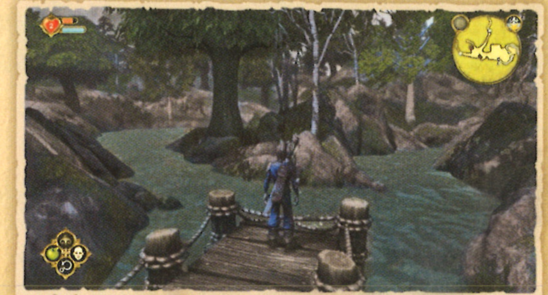
BECOMING A MAN

25

Whether you helped the inhabitants of Orchard Farm or robbed them blind, you still get an Achievement for your efforts. How do you like them apples, eh?

Foraging the Farm

While you're still in the Orchard Farm area, you might as well pick it clean. Start by checking out the two wooden jetties over to the east—one off to the right near the end of the orchard and a second out on an island toward the edge of the map. Fish at the end of each jetty to reel in a Coron Visor Tattoo card and a Silver Key. Elsewhere, you'll find a Jet gemstone in the chest behind the barn and Treasure Clue 5 at **Point A**. Finally, stick your tackle in the pond at **Point B**—there's an Elixir of Life in there, just waiting to bite.



QUEST START

Hidden Booty Hunt

Summary: Somewhere in Albion is some buried treasure. Collect all the clues that hint at its whereabouts.

Money Reward: 0 **Renown Reward:** 100

With the discovery of Treasure Clue 5, you've taken your first step toward solving the legendary Hidden Booty Hunt quest. Unfortunately, it's going to be a while before you find your next clue, so try not to overexcite yourself.

Helping the Trader at Lookout Point

Once you've cleared Orchard Farm of its secrets, return to Lookout Point and speak with the newly arrived Trader perched by the statue. Noting your impressive Hero-ing credentials—and your incredibly manly brooch—he requests that you help him reach Orchard Farm in one piece. Accept his proposal to receive 125 Gold upfront, and a total reward of 500 Gold if you make it through unscathed.

QUEST START

Orchard Farm Escort

Summary: A Trader asks you to take him to Orchard Farm from Lookout Point.

Money Reward: 0 **Renown Reward:** 0

If nothing else, this quest should familiarise you with the Follow and Wait Expressions. Use Follow to make the Trader tag along behind you, and Wait to stop him in his tracks. Begin by leading him to Greatwood Entrance and commanding him to Wait just inside.

ACHIEVEMENT

5

HERO, THEIR HEALTH IS LOW

If you use your Heal Life Spell on a follower at any point during an Escort Quest, you'll receive another glorious Achievement—and what better time to earn it than right now, by fixing up your brand-new Trader chum?

Next, clear out the enemies roaming the area ahead, return to the Trader, and make him Follow you again until you reach Orchard Farm to the south. If the Trader makes it through unharmed, you'll get your reward bonus. Follow him inside the farmhouse when you're done and swipe the books lying around. This is your only chance to enter—so you might as well make the most of it.

NOTE

You can repeat this quest again at various points later in the game.

QUEST COMPLETED

Orchard Farm Escort

Further Questing in the Greatwood Area

When you've tired of traipsing around, return to the Heroes' Guild and take a few moments to spend your hard-earned Experience in the Map Room. Once you're done, turn your attention to the Map Table and you'll find that three new quests await. The Hobbe Killing Contest necessitates a return to Orchard Farm, while the Trader Escort story quest takes you deep into Darkwood forest. You should take them both. Meanwhile, the surprisingly challenging Hobbe Cave quest demands a subterranean excursion into the bowels of Greatwood—however, even the most diligent Trophy flashers are unlikely to have reached the prerequisite Renown Level 3 just yet—this is one to save for later.

THE HOBBE KILLING CONTEST - BOASTS

BOASTS	CRITERIA	WAGER	REWARD
Fist Fighter	Use no weapons or offensive magic.	100	800
Humble Whisper	Kill 10 or more Hobbes than Whisper.	150	500
No Protection	Do the quest naked.	200	400
Without a Scratch	Take no damage.	100	600

TRADER ESCORT - BOASTS

BOASTS	CRITERIA	WAGER	REWARD
No Protection	Do the quest naked.	200	400
Protect Traders	All Traders must survive.	100	400
Without a Scratch	Take no damage.	200	1,000

The Hobbe Killing Contest

With your Boasting out the way, it's time to return to Orchard Farm and best Whisper in a bout of Hobbe-based slaughter. At only three-and-a-half minutes, it's a swift, well-paid quest—so worth taking a few moments out of your busy Hero-ing schedule to complete.

QUEST START

Hobbe Killing Contest

Summary: Clear Orchard Farm of Hobbes.

Guild Reward: 900 **Renown Reward:** 200

Your battle begins on the small island at the eastern end of Orchard Farm. Start laying into nearby Hobbes (alternating between Melee strikes and a few magical blasts for extra damage, if you're so inclined) then turn your attention back to the mainland—plenty more Hobbes, of all shapes and sizes, charge in from there. If Whisper beats your final Hobbe-kill tally, you've failed and a restart is required. However, once you're victorious, the fearsome Hobbe Tooth Trophy is yours.

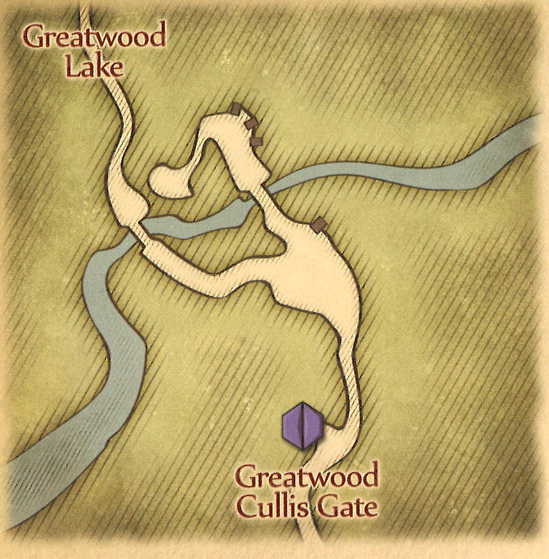
TIP

If you're struggling to beat Whisper's score, try sticking close and stealing her kills once she's whittled down an opponent's health. You might find the Slow Time Spell useful for sneaking in and finishing the job, too - and an area-of-effect Spell is great for momentarily throwing Whisper off her game.

QUEST COMPLETED

Hobbe Killing Contest

Greatwood Gorge



With the stench of moist Hobbe blood still clinging to your clothes, make your way to Greatwood Lake. Southwest of the Lake lies Greatwood Gorge—your next destination. You want to go to there. As soon as you enter Greatwood Gorge, you'll receive the Bandit Toll quest. To complete it, you have two options; either pay a hefty fee to pass through the Bandit camp or kill every last Bandit on the map—the latter proving both deeply satisfying for bloodthirsty Heroes and pleasantly rewarding for treasure hunters.

QUEST START

Bandit Toll

Summary: The Bandits demand you pay a toll to pass.
Money Reward: 200 **Renown Reward:** 150

By all means, give the Bandit 400 Gold to pass over the bridge with the minimal fuss. However, if you want to save that money for something a little more useful, it's time to get maiming. Ranged combatants can take the sniping approach if they so wish, using the various vantage points around the area to polish off a few enemies at time. However, the Bandits won't put up too much of a fight, so merely charging in with your sword aloft should happily see you through.

TIP

Kill the Bandit Leader in the northern encampment across the eastern-most bridge (you'll spot him easily, thanks to his rather, er, unique dress) and every other Bandit in the area will flee in terror. However, there's no reason you shouldn't chop 'em up while they're running for their lives—think of the Experience!

QUEST COMPLETED

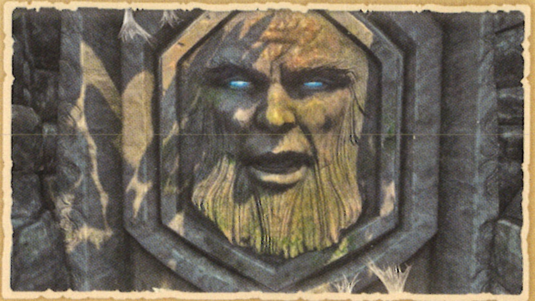
Bandit Toll

Before you press onward, poke around the Bandit Leader's tents for some pretty tasty loot. There's a Flame Augmentation and 500 Gold to be found in the chests in the immediate vicinity, with a Steel Pickhammer stashed in the chest at the end of the narrow path leading south-west. Additionally, smash the barrels nearby for some potions, just waiting to be guzzled by a deserving Hero.

TIP

You'll be tempted to use your brand-new Flame Augmentation on your equally brand-new Steel Pickhammer, what with it likely being the first Augmentable weapon in your arsenal. Once joined, though, Augmentations cannot be removed—so you're better off waiting for something a bit beefier than a Steel Pickhammer to come along.

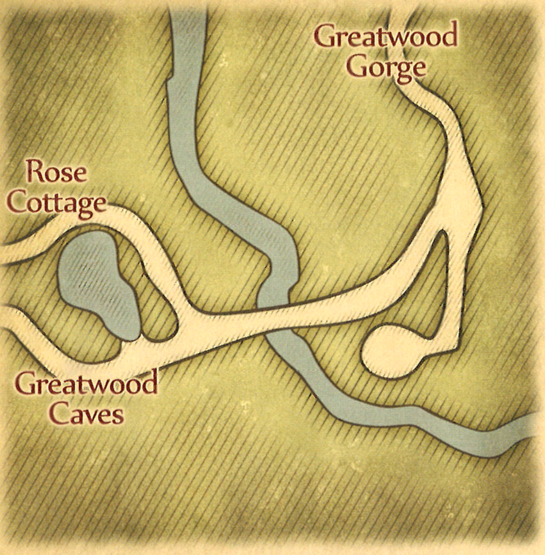
GREATWOOD GORGE DEMON DOOR



"This is the deal. You perform an act of great evil in my sight, and I'll pop open."

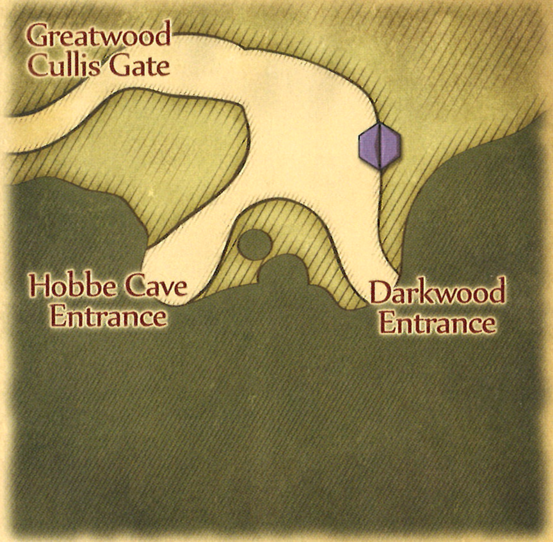
To the south, just before the exit to Greatwood Cullis Gate, lies another Demon Door. If your Hero happens to be completely Evil, you have no problem here—the door will simply swing open. Everyone else, however, must satisfy the door by performing Evil deeds (about 50 Evil-points-worth) in its presence. That equates to the wholesale slaughter of roughly four innocents (lured villagers or bodyguards) while it's watching, or the gut-wrenching consumption of around 10 Crunchy Chicks, which you can buy from Twinblade's Camp a little later in the game. Once open, you'll gain access to the The Arboretum, containing the Legendary Wellow's Pickhammer.

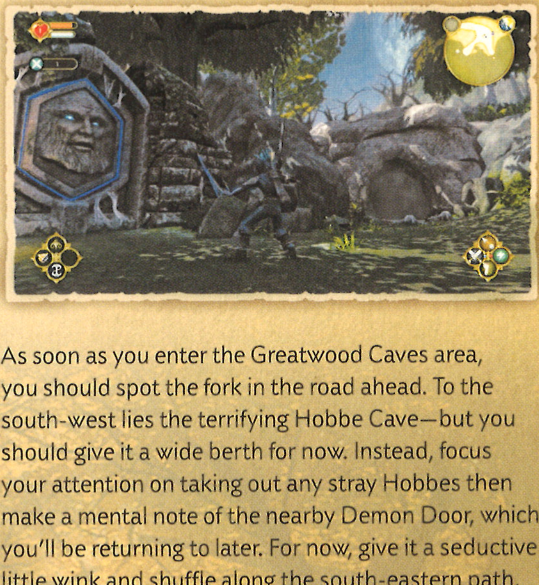
Greatwood Cullis Gate



Next up, it's time to head south of Greatwood Gorge and make your way to Greatwood Cullis Gate. Here, down the path to your left, is a long-overdue Cullis Gate itself, meaning that you now have access to a brand-new Guild Seal warp location. Your feet will be so pleased. Head south-west, traipsing over the river, and note the fork in the road. To the right lies Rose Cottage, where the Hobbe Cave quest begins. For now, though, take the left path and pause at the fishing spot nearby to catch a mysterious Moonfish. Once it's yours, continue onward and pass through the exit to Greatwood Caves.

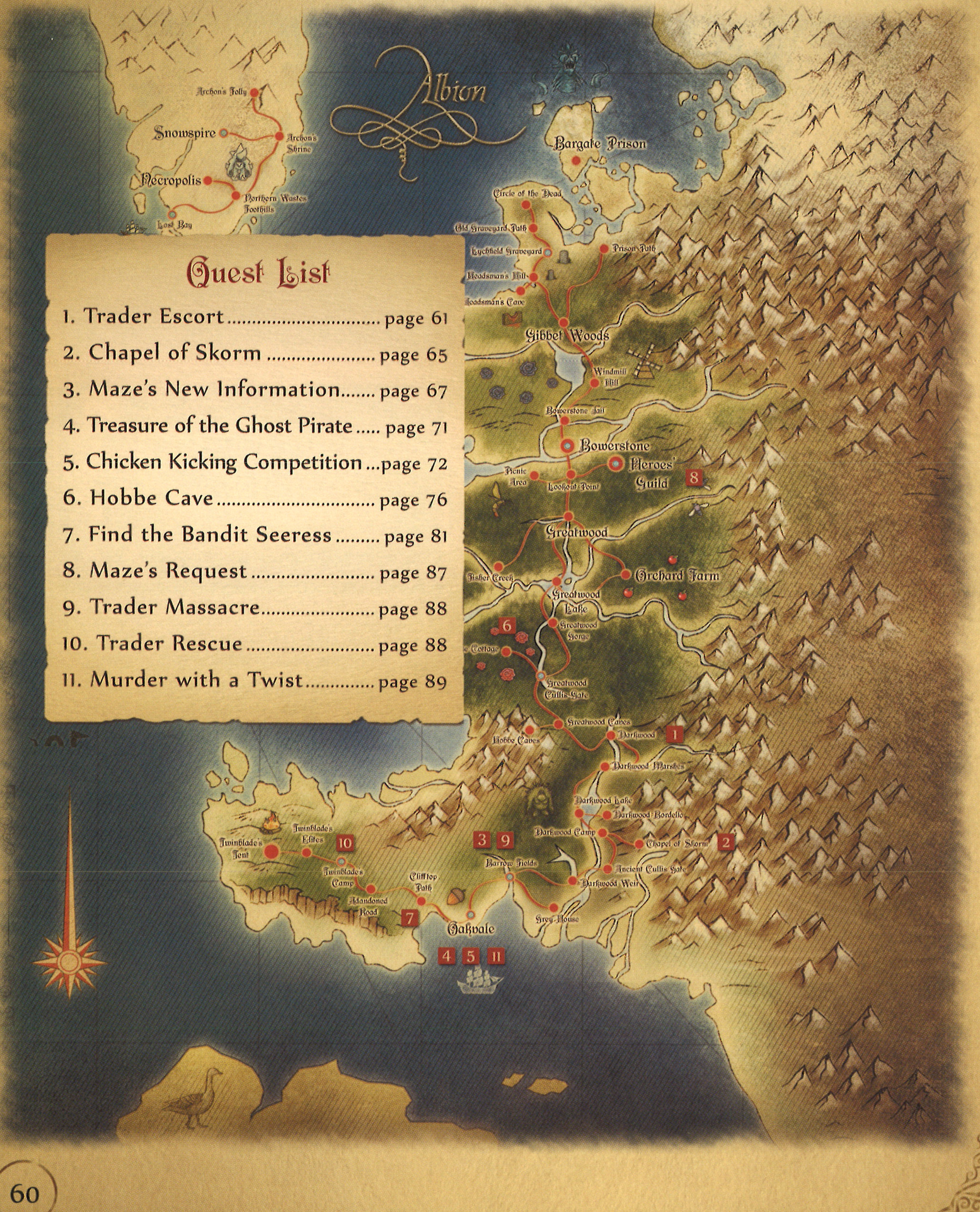
Greatwood Caves





As soon as you enter the Greatwood Caves area, you should spot the fork in the road ahead. To the south-west lies the terrifying Hobbe Cave—but you should give it a wide berth for now. Instead, focus your attention on taking out any stray Hobbes then make a mental note of the nearby Demon Door, which you'll be returning to later. For now, give it a seductive little wink and shuffle along the south-eastern path, toward the ominous Darkwood Entrance. Beyond, the arduous Trader Escort quest awaits.

Chapter 3.3 ~ Walkthrough: Darkwood to Twinblade's Camp

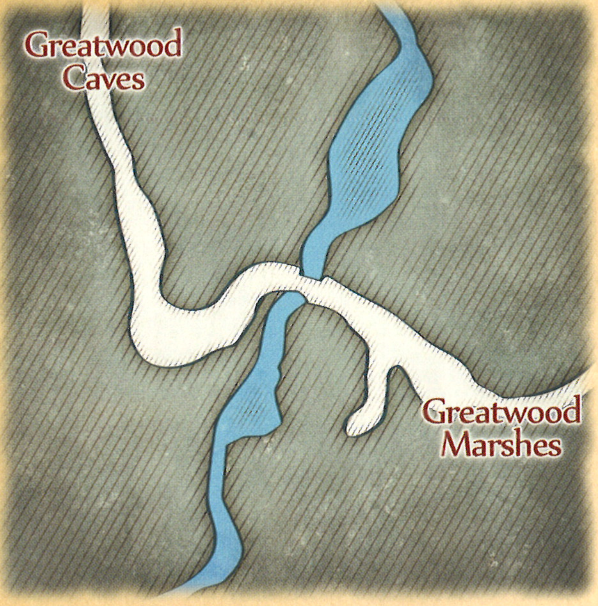

Albion
Archon's Folly
Snowspire
Archon's Shrine
Necropolis
Northern Wastes Foothills
Lost Bay
Bargate Prison
Circle of the Dead
Old Graveyard Path
Lychfield Graveyard
Prison Path
Headsman's Hill
Headsman's Cave
Gibbet Woods
Windmill Hill
Bowerstone Jail
Bowerstone
Heroes' Guild
8
Picnic Area
Lookout Point
Greatwood
Orchard Farm
Fisher Creek
Greatwood Lake
6
Greatwood Gorge
Cottage
Greatwood Cullis Gate
Greatwood Caves
Darkwood
1
Hobbe Caves
Darkwood Marshes
Darkwood Lake
Darkwood Bordello
Darkwood Camp
Chapel of Skorm
2
Ancient Cullis Gate
Darkwood Weir
Barrow Fields
Grey House
3
9
Twinblade's Elites
10
Twinblade's Tent
Twinblade's Camp
Clifftop Path
Abandoned Road
7
Oakvale
4
5
11

Quest List

1. Trader Escort .... page 61
2. Chapel of Skorm .... page 65
3. Maze's New Information....... page 67
4. Treasure of the Ghost Pirate ..... page 71
5. Chicken Kicking Competition ...page 72
6. Hobbe Cave .... page 76
7. Find the Bandit Seeress .... page 81
8. Maze's Request .... page 87
9. Trader Massacre...................... page 88
10. Trader Rescue .... page 88
11. Murder with a Twist .... page 89

If you thought Greatwood Caves took a turn for the gloomy, you're in for a shock as you enter Darkwood. Here, sun-dappled roads make way for murky swamps and fog-shrouded thickets. Needless to say, there's far more to fear in Darkwood than mere Bandits—and Heroes with a hankering for longevity would do well to stay on their guard....

Darkwood Entrance



As soon as you enter Darkwood, two Traders approach. They require the assistance of a Hero to get through this forsaken place unscathed and that's where you come in. To complete the Trader Escort quest, you need to keep at least one Trader alive long enough to reach Barrow Fields—and, unfortunately for everyone, there's a long, long way to go.

QUEST START

Trader Escort

Summary: Escort the Traders to the Trader Camp.
Money Reward: 2,000 **Renown Reward:** 500

Your two companions aren't exactly hardened fighters—and it won't take more than a couple of blows to kill them stone-cold dead. In other words, leading them straight into battle is far from a great idea. Instead, command them to Wait at the end of each area while you run ahead to clear the next one of danger—just don't forget to make them Follow again once you're done. Stick to this pattern and even the Protect Traders Boast shouldn't pose much trouble at all.

A little farther into Darkwood Entrance, you'll meet a third Trader, apparently stricken with some curious malady. He'll ask to tag along with your party—but the choice is entirely yours. Agreeing, unsurprisingly, counts as a Good deed, while leaving the Trader to fend for himself is considered Evil.

NOTE

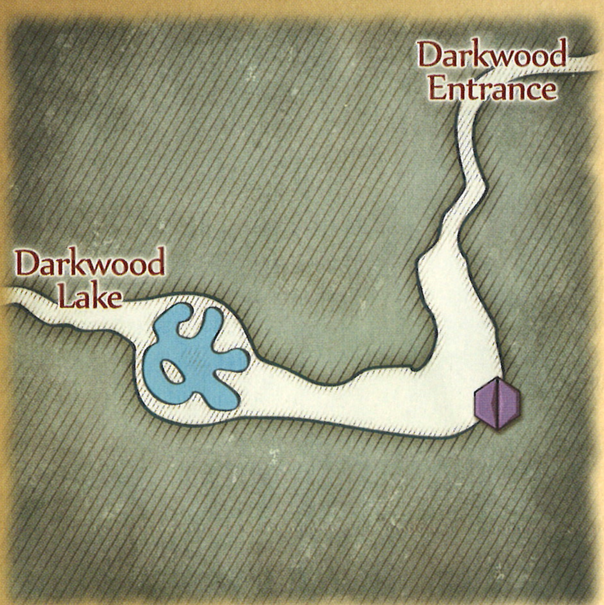
Agree to help the infected Trader and a timed element is introduced to the quest. If you dawdle too long on your journey to Barrow Fields, he eventually succumbs to sickness—making progress just that little bit harder. That said, it's possible to reach Barrow Fields before this happens—but you'll need to be fast to pull it off.

When the decision is made, press on, and, just before you reach the archway leading to the Darkwood Marshes, nip down the small path to the right. Swipe the Resurrection Phial from the chest at the end then return to the main road. You'll find Red Meat and a Will Potion close to the south-eastern exit—grab them, command your motley crew to Wait, then head on through.

NOTE

The Heal Life Spell can be invaluable during this quest. If a member of your party is injured en route to Barrow Fields, stand close to them and cast the Spell to restore some of their health, as well as your own.

Darkwood Marshes



You won't have to go far into Darkwood Marshes before you learn why your chums were best left back in the previous area. The Balverines that prowl Darkwood are as ferocious as they are fast. Worse still, they're able to withstand a fair amount of damage, meaning you've got your work cut out here.

Be wary of two moves in particular when going up against a Balverine. Firstly, look out for its powerful pounce attack, which can be dodged if your reactions are good. Secondly, Balverines can leap straight into the air, disappearing completely for a few seconds at a time. Don't let your guard down, however—eventually, they slam back to earth, usually close enough to take a chunk of flesh straight out of your Heroic frame. This one's easily avoided, though, by moving around prior to its reappearance. If you're finding that Balverines are simply too quick to hit, try using the Slow Time Spell to bring their movements to a crawl.

Luckily, there's just one solitary Balverine to deal with on your arrival in this area. When it's taken care of, return to Darkwood Entrance and lead your party onward, trundling down the stone steps just past the Darkwood Marshes Demon Door. There's a chest containing a Jet gemstone off to the left and the misty murk of Darkwood Marshes lies before you. Be careful here—those suspiciously luminous mushrooms peppering each tiny island will explode if you get too close.

Thankfully, you can destroy them in a matter of seconds using your Lightning Spell. Alternatively, if you're some kind of Will-hating loon, use your Ranged weapon to painstakingly take them out one by one. When the coast is clear, lead your buddies west toward the exit. Instruct them to Wait before passing into Darkwood Lake alone.

ACHIEVEMENT

THE SUMMONER'S TAIL

10

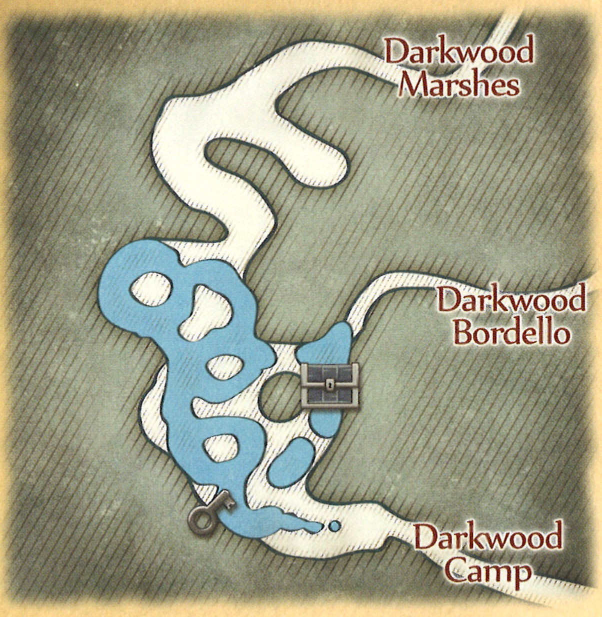
Your first fight against a Balverine also marks your first opportunity to unlock the Summoner's Tail Achievement. Once you've whittled your opponent's health right down, unleash the Summon Spell and let your conjured ally finished the job for you. If all goes as planned, you become the proud owner of a summonable Balverine. Cast the spell again to unlock this particularly snazzy Achievement.

Darkwood Marshes Demon Door

"Beware, traveler—I block the way to all but the most combat-hardened. If you request, my Guardians will test your mettle in combat. Meet their challenge, and the reward I hide is yours."

This door wants to see you go a few rounds in battle, and unleashes several waves of increasingly tough Hobbes if you accept the challenge. Before you do, though, leave your entourage back at Darkwood Entrance, if you're in the midst of the Trader Escort quest. It's a relatively simple fight if you keep your wits about you, so pile on the carnage until victory is yours. Once the door opens, step into the Darkwood Sanctum to claim the imminently useful Dark Will User's outfit.

Darkwood Lake



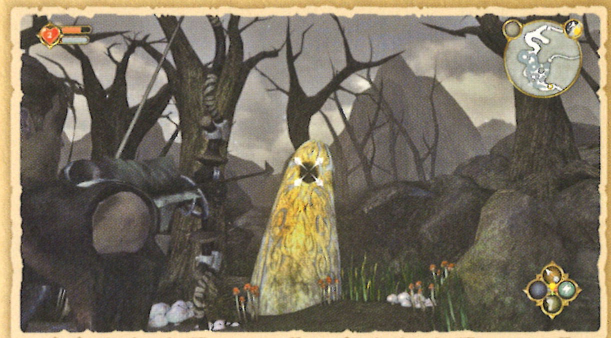
All is quiet at Darkwood Lake—or so it seems. Beware, however, as some nasty surprises await careless Heroes. First, you should deal with the Bandits lurking at the end of the path immediately to your left, then smash up the treat-filled barrels and grab the Leather Boots from inside the chest.

Return to the road and continue south until you reach the water's edge. Tread carefully here; as you splosh around, several groups of Bandits charge out from behind the rocks. They're easy enough to take care of, however, so just put on your most fearsome face and kill every last one of them.

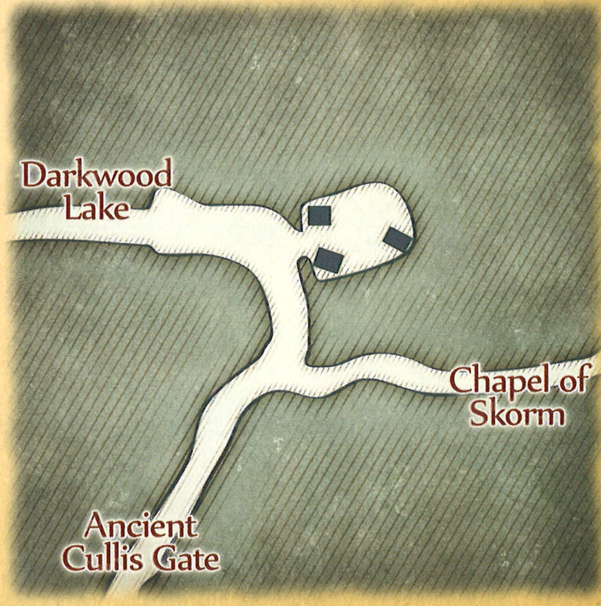
TIP

Ranged fighters can make light work of Bandit throngs by hanging back and dealing sniper shots directly to their opponents' heads. Needless to say, always focus on the strongest Bandit leaders in the area first.

Before you return to Darkwood Marshes to collect the Traders, spare a few moments to relieve the lake of its treasure. There's a chest containing 250 Gold and, near the southern-most bank, a strange glowing rock with a hole near its peak. Fling a single arrow through the opening and you receive a Silver Key for your efforts. Lastly, clock the Silver Key Chest just south-west of the currently sealed Darkwood Bordello entrance. Remember its position for the day when 15 Silver Keys are finally yours. When you're done, grab the Traders then lead them through into Darkwood Camp via the lake's south-eastern exit.



Darkwood Camp



You're halfway through the Trader Escort quest now, so it's only fair that you get to take a breather. Darkwood Camp mightn't look like much but it offers a few treats for battle-weary travellers. If it's freebies you want, grab the Steel Axe and Resurrection Phial from the chests, and smash a few barrels to swipe a Will Potion and a Dark Vortex Tattoo. If you don't mind forking over a few Gold, however, you can try your hand at the always-entertaining Blackjack mini-game (sadly, there's no Hero Doll prize to be won) or peruse the local Traders' wares.

Shopping at Darkwood Camp

CLOTHING

HANDS	VALUE
Dark Leather Gauntlets	144
Dark Plate Gauntlets	2,020
Dark Villager Gloves	24
Leather Gauntlets	127
TORSO	**VALUE**
Assassin Shirt	540
Dark Leather Chest	535
Dark Villager Shirt	92
Leather Chest Piece	507
LEGS	**VALUE**
Dark Leather Leggings	460
Dark Villager Trousers	80
Leather Leggings	443
FEET	**VALUE**
Dark Leather Boots	69
Dark Villager Boots	12
Guard Boots	52
Leather Boots	63

ITEMS

POTIONS	VALUE
Health Potion	80
Resurrection Phial	500
Will Potion	70
GIFTS	**VALUE**
Emerald	700
Fake Wedding Ring	200
Jet	450
PRODUCE	**VALUE**
Apple Pie	15
Beer Keg	46
Crunchy Chick	35
Fish	12
Green Apple	4
Red Meat	14

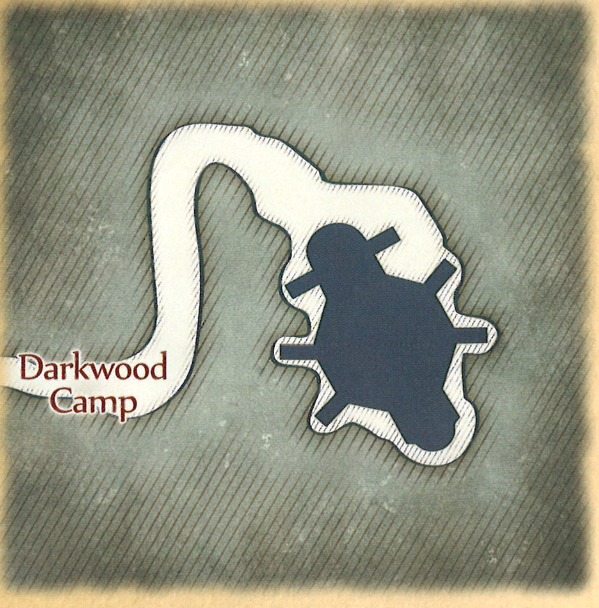
WEAPONS

MELEE	VALUE
Iron Axe	125
Iron Greatsword	238
Iron Katana	163
Master Greataxe	27,900
Obsidian Axe	1,950
Obsidian Cleaver	2,145
Obsidian Pickhammer	1,560
Steel Axe	375
Steel Cleaver	413
Steel Greataxe	600
Steel Greathammer	675
Steel Katana	488
Steel Longsword	450
Steel Mace	338
Steel Pickhammer	300
RANGED	**VALUE**
Ebony Crossbow	2,100
Ebony Longbow	1,820
Oak Crossbow	550
Oak Longbow	450
Yew Crossbow	200
Yew Longbow	150
OTHER	**VALUE**
Flame Augmentation	1,450

WANTED

WANTED	VALUE
All Chainmail Gear	Varies
Cider Crate	52
Fish	12
Fish	18
Green Apple	4
Moonfish	160

Chapel of Skorm



Before continuing on with the Trader Escort quest, you might as well pay a visit to the Chapel of Skorm, squatting menacingly to the east of Darkwood Camp. There's an Assassin Shirt in the chest just left of the Chapel entrance and, with that small prize, Good Heroes can go merrily on their way. Evil characters, however, are heartily encouraged to step inside the ominous structure. Talk to the hooded figure standing by the altar (receiving a new quest card in the process) and, if your black heart desires, allow him to select a Trader to sacrifice. Needless to say, you'll earn significant Evil points if you do—although you can still complete the Trader Escort, provided at least one of your charges remains.

Once you've had your fill of the fiery red air, return to Darkwood Camp with Traders in tow and head south-west to the Ancient Cullis Gate.

QUEST START

Chapel of Skorm

Summary: Achieve deeper Evil by making offerings at the Chapel of Skorm.

Money Reward: 0 **Renown Reward:** 0

You can earn a wide variety of unique gifts—including the Necromancer title, renewed youth (decreasing your age by up to 10 years), and the Legendary Skorm's Bow—by making sacrifices to the abominable Skorm. All you need do is find a suitable offering on your travels and command it to Follow you to the Chapel of Skorm—where an eternity of damnation awaits. If you can't be bothered with the legwork, consider hiring a bodyguard and teleporting back to the Chapel—he'll warp in right alongside you, much to his imminent regret.

ACHIEVEMENT

15

CHOOSING MY RELIGION

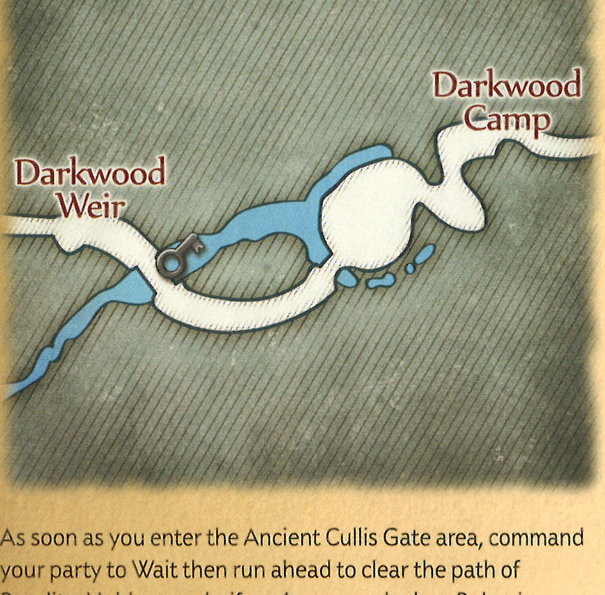
If Skorm's awesomely Evil bounty isn't enough to tempt you into a life of sacrificial slaughter, perhaps an Achievement might help? A donation of ten innocent souls is all it takes to unlock Choosing My Religion. However, righteous Heroes can earn it, too, by donating 100,000 Gold at the Temple of Avo later in the game.

Skorm's Bow

Skorm's Bow is the most powerful Ranged weapon in all of Albion. To lay your devilish hands on it, you need to earn a certain number of Evil points from one single sacrifice. The exact amount required depends on your current Alignment. Skorm, rather unfairly, demands much less of Good or Alignment-neutral characters than of his Evil followers. As such, Evil-favouring Heroes should consider donating enough Gold at the Temple of Avo (in Witchwood) to receive the Sentinus. This grants a significant Alignment shift, making it much easier to appease Skorm (although you may end up with the Good version of the Losing My Religion Achievement in the process).

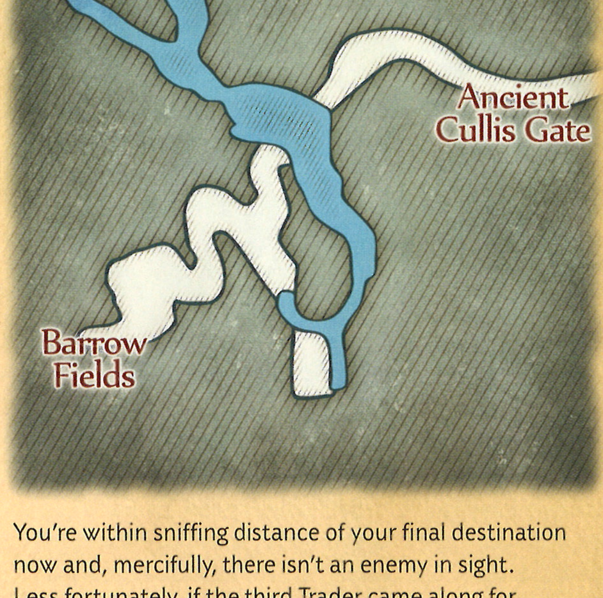
Additionally, there are a number of factors that influence the amount you earn for each sacrifice. The first important point to remember is that, for the most points, you should always perform your ritual as close to midnight—leading into Sunday—as possible. Your very first day in Albion (Day 0) is a Sunday, so start the sacrifice a few minutes before midnight on Day 6, Day 13, Day 20, etc. Finally, be sure to use victims with plenty of health—bodyguards, for instance, make perfect sacrifice fodder. There, that's not so hard ... is it?

Ancient Cullis Gate



As soon as you enter the Ancient Cullis Gate area, command your party to Wait then run ahead to clear the path of Bandits, Hobbes, and—if you're very unlucky—Balverines. Once peace is restored, go fetch your Trader chums and lead them west past the imposing, if rather broken looking, Ancient Cullis Gate. Pause near the second footbridge to grab the Ressurection Phial in the chest and, while you're there, do a spot of fishing to swipe another Silver Key. When you're done, continue on to the Darkwood Weir. Almost there!

Darkwood Weir



You're within sniffing distance of your final destination now and, mercifully, there isn't an enemy in sight. Less fortunately, if the third Trader came along for the journey, he's likely to succumb to the Balverine curse here (if he hasn't already). Thankfully, he's more interested in you than your Trader friends, so don't panic and put the Balverine out of its misery quickly.

Continue to the south-west and, once you reach the water, follow it all the way to the south, grabbing the Lightning Augmentation from the chest. While you're there, smash up the barrels for a few morsels of food—including a rare Golden Carrot, capable of turning night into day when eaten.

Sadly, that's not quite the end of your ordeal. As you near the exit to the south-west, a huge Earth Troll bursts from the ground. Don't panic: your remaining charges are smart enough to stay well clear of this particular battle.

As imposing as the Troll might be, it shouldn't pose too much of a challenge if you're careful. After it's tossed a couple of boulders at you, you're given pause to lay down some pain. Lock-on to your target, side-step its projectiles (the Slow Time Spell makes this easy), and use the break in its attacks to fire off a charged shot with your Ranged weapon. Daring Heroes can also use a well-timed Melee strike to return its incoming projectiles and do additional damage. It'll take a bit of persistence to finish him off but, eventually, the road will be clear. You've made it!

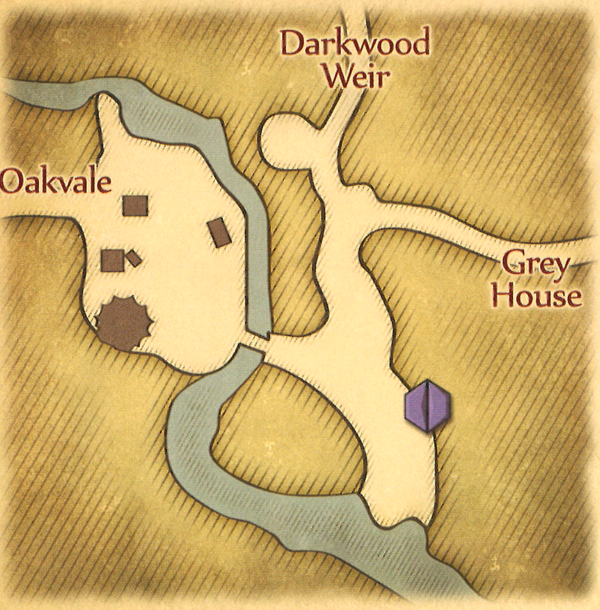
ACHIEVEMENT

FEED THE TROLL

10

There's another Achievement waiting if you choose to fling the Troll's projectiles back for some hilariously satisfying rebound damage. Fire off Slow Time to improve your chances of success.

Barrow Fields



As you step blinking into the bright Barrow Fields sunshine, take a moment to congratulate yourself on a job (hopefully) well done. Next, walk along the path until you reach the bridge leading into the encampment. Say one last goodbye to your newfound friends then claim your long-overdue reward—including the flamboyant Trader's Feather Trophy.

QUEST COMPLETED

Trader Escort

Of course, there's no rest for the wicked (or indeed the thoroughly pious, depending on your Alignment) as a new quest arrives the moment you've waved off your long-suffering companions.

QUEST START

Maze's New Information

Summary: Maze has more information regarding your sister. Speak to him in Oakvale.

Money Reward: 0 **Renown Reward:** 0

Oakvale lies north-west of your current location—but there's plenty to do in Barrow Fields before pressing on. In the camp itself, head up the incline overlooking the river and use your Spade on the rock-circled dirt patch to unearth a Golden Carrot. Be sure to check out the scarecrow back down the hill for a tasty Health Potion, too. Elsewhere, there's a fishing spot in the river at the north-western end of camp containing 500 Gold, and another offering up the Coron Night Tattoo in the south-east, just right of the bridge.

Finally, speak to the man standing alone to the north of camp—you'll recognise him instantly by the lonely-looking mushroom perched atop his table. As luck would have it, this is the third Blue Mushroom required to complete the Sick Child quest (or fourth and final mushroom, if you heartlessly slaughtered the man in Guild Woods).

You're given the option to buy it for a steep 1,500 Gold. However, if you'd rather hang onto your cash, you have two alternatives—both increasing your Evil Alignment. Either use the Steal Expression (if you've raised your Guile Attribute high enough) to swipe it, or—for the truly nefarious out there—hand over the Gold, receive the mushroom, and immediately kill the poor sod to get your money back. Who said crime doesn't pay?

Shopping in Barrow Fields

As you'd expect, shopping isn't particularly thrilling in this remote outpost. However, bargain hunters might find a few items to take their fancy.

WEAPONS

MELEE	VALUE
Obsidian Axe	1,950
Obsidian Cleaver	2,145
Obsidian Pickhammer	1,560
Steel Cleaver	413
Steel Katana	488
Steel Longsword	450
RANGED	**VALUE**
Oak Crossbow	550
Oak Longbow	450

ITEMS

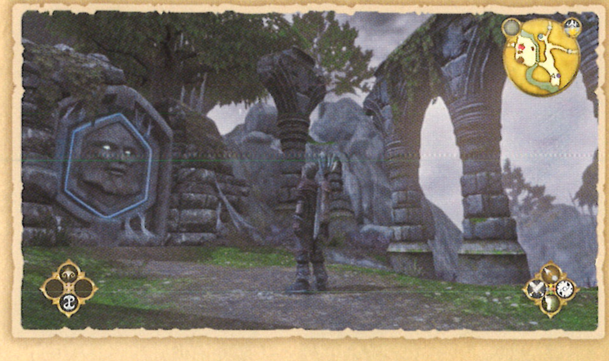
GIFTS	VALUE
Chocolates	10
Perfume	120
Red Rose	20
PRODUCE	**VALUE**
Apple Pie	15
Fish	12
Green Apple	4
Tofu	40

WANTED

WANTED	VALUE
Beer Keg	46
Cider Crate	52

Beyond the Trader Camp

Once you've teased all the amusement you can out of camp, cross back over the bridge and into Barrow Fields' wilds. Directly ahead lie some Old Kingdom ruins, containing all manner of wonders. For starters, open the chest and take the Sapphire from within, then push beyond the crumbling arches to locate another Demon Door and a fishing spot to the south-east. Here you'll reel in another mystical Moonfish. Finally, you're free to explore the gloomy Grey House area lurking east of Barrow Fields - however, this area forms part of a later quest, so you might want to hold off for now.



Barrow Fields Demon Door

This door has a fetish for the larger Hero—and will open only for the truly Obese. That means you're going to have to pile on the pounds if you plan on pilfering its treasure. Bulk up by scoffing plenty of Red Meat and Apple Pies when your health bar is full—additional Health gained from eating food is automatically converted into body fat. It takes around 25 Apple Pies or 27 pieces of Red Meat to reach your full-fat flavour from Slim—and, once the door is suitably satisfied with your heft, you can enter the Old Kingdom Spring for a Will Master's Elixir.

NOTE

To get back down to Slim again, simply stay off the food for a couple of hours. Bet you regret that expensive gym membership now.

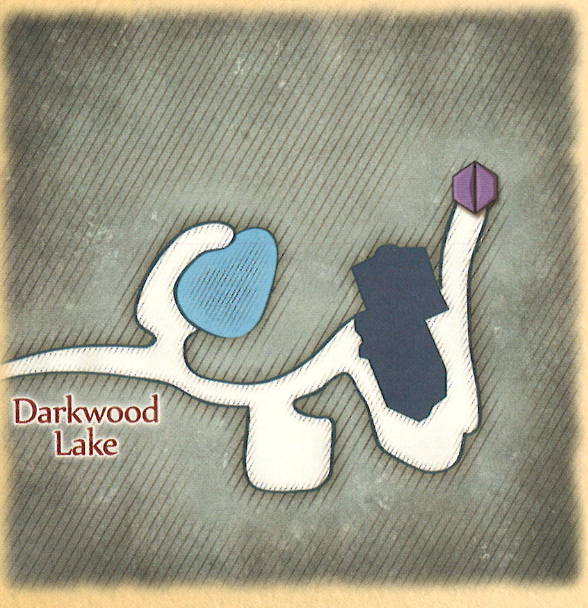
ACHIEVEMENT

DEFINITELY NOT ON RAILS

20

One added bonus of getting your wobble on for this particular door is that obesity unlocks a brand-new Achievement. However, if you'd rather not break out the elasti-pants just yet, you can earn it by visiting every single region in Albion (excluding Demon Door innards) instead. Sure, the first option is easier, but wouldn't you rather roam the globe than look like one?

Darkwood Bordello



As soon as the Trader Escort quest ends, those mysterious locked doors in Darkwood Lake swing wide, giving access to the sultry pleasures of Darkwood Bordello. There's a whole bunch of stuff to see here, so why not take a break from your main quest and investigate its negligee—sorry, negligible—charm? Be wary on your way over, though—Darkwood is now teeming with enemies.

Once you reach Darkwood Bordello, enjoy your chat with Madame Minzche, then fish in the pond just off the main path to win a Health Potion and Moonfish. There's also a Demon Door at the very end of the road to the north-east if you're up for a particularly saucy challenge.

NOTE

Once you've completed the main side-quest in Darkwood Bordello, you're forced to make a decision that can substantially complicate the nearby Demon Door's challenge. Good Heroes, in particular, should solve its riddle before wrapping things up in the area.

Once you've done your business outside, it's time to enter the Bordello and, um, do your business inside. If you're in the mood for some female companionship, talk to the lady that takes your fancy and prepare to hand over some Gold. When you're suitably satisfied, turn your attention to the quest at hand. Speak to the establishment's beautiful Madame once more and prepare to get stuck in.

It seems the Bordello's owner—the appropriately named Grope—has hidden the deeds to the place somewhere in Albion. You need to find them if you hope to free the local ladies from a lifetime of servitude. There are two markedly different ways to achieve the same goal. The first, easiest option is to ply Grope with beer until he gives up the deeds' location. Six pints should do it.

Alternatively, you can unleash your inner minx and seduce the deeds' resting place from Grope. This strategy demands a new look, however, so start by teleporting to Bowerstone South and purchase the Clean Shave look at the barber's. Next, you want to slip into something more comfortable—shop around Bowerstone to get the Upper Dress, Lower Dress, and Dress Gloves.

Return to Darkwood Bordello and part with some Gold for a quick bout of frisky business with the seductress of your choice. Once the deed is done, grab the Redhead Wig from the wooden dresser near the foot of the bed and make your way downstairs. Slip on all four bits of your new attire then talk to Madame Minzche. Agree to become a working girl then speak to Grope again. Now that you're practically irresistible, accept his proposal and sneak upstairs to show him a whole new set of Hero skills. Finally, the deeds' location is yours!

Before you go to retrieve them, pop some clothes on—you don't want to scare the locals—then head back outside. Look for the large tree (by the statue, near the area entrance) and use your Spade on the earth. Return to Madame Minzche and hand over the deeds. Talk to her again and you're offered a choice—either turn the Bordello into a refuge for fallen women and earn a bunch of Good points, or keep the business as is and become the new owner. This latter option rewards plenty of Evil points and, as a bonus, earns you regular rent income, too. Whatever you decide, return to Barrow Fields when you're done and head west to Oakvale.

ACHIEVEMENT

I DID THIS FOR A CHEEVO

Seeing as you're now suitably equipped for a spot of cross-dressing, why not unlock another Achievement? Pop on your lady-clothes and Redhead Wig, then visit Bowerstone's barber to get a beard. You need to make a Crossbow-based headshot to complete this most elaborate of challenges. Try the Bandits at Greatwood Entrance if you'd rather not stray too far in your mesmerising new garb.

Darkwood Bordello Demon Door

"It's a hard life being a stone door. You know when I last had a physical relationship? No? Try "never." So, I've decided to live vicariously. Now, I only open to "men of the world," and I'm afraid you haven't even left the house yet. Come back when you're a real stud."

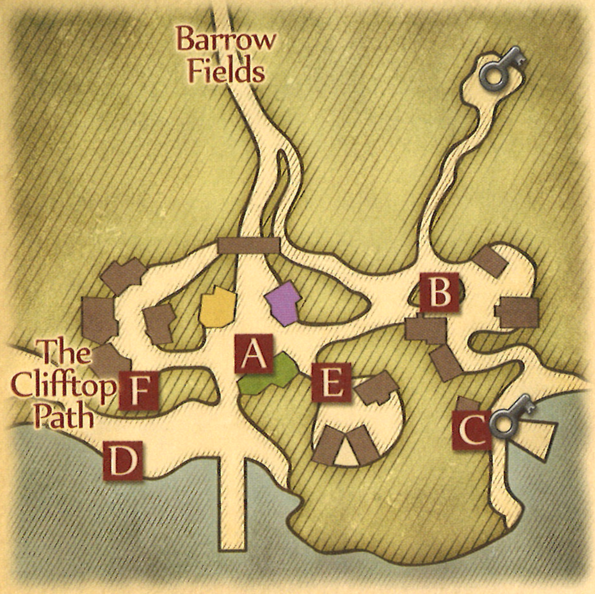
This particular Demon Door only opens to those experienced in the ways of pokey fun-times. Sleep with 10 women in the Bordello to penetrate the door's inner sanctum. The cheapest way for Good characters to win this challenge is to purchase Polly's services 10 times—she's the wrinkled whore with the heart of gold—at the bargain price of 50 Gold a pop. Evil Heroes, meanwhile, can go one better: become the new Bordello owner and sleep with whomever you like, completely free of charge. Beyond the door lies The Desolate Abbey, containing the highly sought Pimp Hat. Wear it with pride, and a bow-legged gait.

Shopping in the Darkwood Bordello

ITEMS

POTIONS	VALUE
Health Potion	80
Will Potion	70
GIFTS	**VALUE**
Chocolates	10
PRODUCE	**VALUE**
Green Apple	4
Apple Pie	15
Beer Keg	46
Cider Crate	52

Oakvale



Oakvale has changed dramatically since your youth and is now a bustling bayside town, packed with distractions for the inquisitive Hero. Your first destination should be the tavern at **Point A**. Here, you'll find Maze who's keen to start you on another story quest—however, you need to return to the Heroes' Guild to collect it. Before you do, take some time to explore this unfamiliar Oakvale and purge it of its treasures.

QUEST COMPLETED

Maze's New Information

> NOTE
>
> **There's a Cullis Gate to the north of Oakvale, meaning one more precious teleporting option is now yours.**

While you're still on the beach, head west along the shore and grab the Assassin Boots from the chest at the very end. Smash up the barrels for a spot of sustenance and speak to the woman nearby who is pining for her missing, seafaring husband. There's a second chest containing 250 Gold behind the house overlooking the ocean—you might recognise it as the spot where you caught the cheating husband all those years ago. A third chest, holding a Resurrection Phial, lies just beyond the garden gate at **Point B**. Go forth and plunder.

Next, head down the winding path to the south-east and to reach Oakvale's second beach area. Pop inside the shack to grab the Oak Crossbow from the chest then speak to the ghostly pirate outside at **Point C**—you can probably already see where this is going, right?

QUEST START

Treasure of the Ghost Pirate

Summary: Find the ghost's treasure and return it to his wife.

Money Reward: 100 **Renown Reward:** 150

Your new nautical friend wants you to recover his buried treasure and return it to his wife. As luck would have it, both are located on the western-most beach, so totter on back and prepare your Spade. Dig between the two supporting pillars on the eastern side of the pier. Now that you have the treasure (a paltry 500 Gold, it turns out), you've two possible options.

Good Heroes should give the treasure to the ghost's widow at Point D. Return to your paranormal pirate chum and he tells you where to find the Obsidian Greataxe and a Silver Key by way of thanks. They're buried in the Memorial Garden at the end of the path to the north-east—be sure to talk to the chicken-kicking contest organiser on the way so he knows to set things up.

Evil characters, meanwhile, can keep the (disappointing) treasure for themselves and kill the widow to exorcise the pirate's ghost. Make your way to the Memorial Garden when you're done.

QUEST COMPLETED

Treasure of the Ghost Pirate

Memorial Garden

Good characters who've earned the ghost pirate's thanks can find their spoils buried at the foot of the axe-wielding statue in the Memorial Garden. While you're here, you might as well do a spot of grave-digging. There are two graves you can exhume to the west, earning you a Health Potion and a Golden Carrot. You won't even earn Evil points for your disrespectful display! There's nothing else to see here, however, so toddle back to Oakvale when you're done.

More Oakvale Amusements

Chicken Kicking Competition

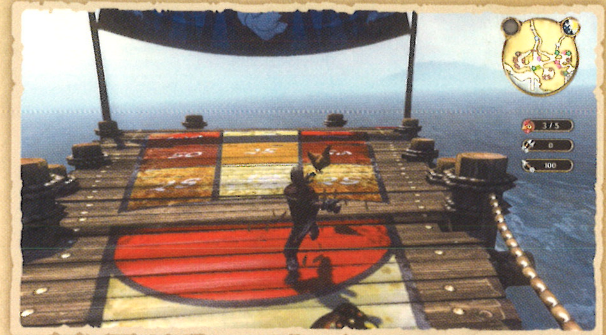
With the Ghost Pirate out of the way, make sure you've talked to the Oakvale contest organiser then wander on down to the eastern beach. For a mere 50 Gold, you can now enter the infamous Chicken Kicking Competition.

QUEST START

Chicken Kicking Competition

Summary: A disgraceful and unethical use of chickens or the sport of kings?
Money Reward: 0 **Renown Reward:** 0

Your goal is to kick your chicken hard enough to land it on one of the numbered squares before you. You have five attempts in total, with a final score of between 50 and 150 points earning you the Cock-a-Doodle-Doo Expression. 150 to 250 points, meanwhile, wins a Silver Key and 250 points grants you the ever-so-fetching Chicken Hat.



TIP

Walk to the very edge of the platform and take a run-up before launching your feathered friend through the air. Aim toward either corner of the board for the big points. If you're still struggling, consider upgrading your Speed and Strength Attributes back at the Guild before trying again.

ACHIEVEMENT

FIGHT CLUCK

If you're in the mood for another Achievement, then set your sights on winning the Chicken Hat in the Chicken Kicking Competition. Alternatively, the longer way to your reward involves winning all four Fist Fighter Gang challenges. The choice is yours, but remember: only one makes you look like a total cock.

Fist Fighter Gang ~ Part 2

Provided that you completed the first Fist Fighter Gang challenge back in Bowerstone Quay, you're now free to tackle a second, more difficult round in the ring. Head on over to the barns (**Point E**) at night and, eventually, the punch-happy rabble arrives. Once again, talk to the mohawk-ed leader to start the challenge for the paltry sum of 50 Gold.

This fight is pretty much the same as in Bowerstone, only now there's a fifth round and things are a little tougher. Be sure to block frequently and land a few swift blows when your enemies stagger. Opponents are far more prone to defensive manoeuvres here, so make the most of your unblockable Flourishes. Your reward for clearing every round is 450 Gold and the Fist Fight Level 2 Passed certificate. Don't forget to put your clothes back on when you're done!

The Coin Golf Mini-Game

If you're in the mood for a real test of skill, head to Oakvale tavern and try your hand at Coin Golf. Here, your goal is to flick the coin and reach the white circle in as few moves as possible. It's not as easy as it sounds but, if you clear the course in 11 or fewer turns, you can win the Whisper Hero Doll as a reward.

HOLE 1

Use a high-powered shot to bounce the coin directly off the glass ahead and shunt it to the middle of the table. One more mid-charged flick should get it into the circle from here.

HOLE 2

Bouncing the coin off the mug to the right with a mid-powered flick should get it to the centre of the table. One more shot should reach your target.

HOLE 3

Aim at the right side of the wine glass to the far-left of the table using a fully charged shot. Do it right and you'll be mere inches away from your goal.

HOLE 4

Bounce off the left-most edge of the glass to the left with a medium-powered shot to slip toward the two glasses nearby. There's a third glass to the right of the mug ahead, which you can use to ricochet the coin around the corner toward the goal and your ultimate victory.

The Last Blue Mushroom

It's time to claim the fourth and final Blue Mushroom in the Sick Child quest. Unless, of course, you killed the lovelorn gent back in Guild Woods—in which case you've already got everything you need. Talk to the woman standing near the well to the east of Oakvale and hand over the letter. You have two options when you do, rewarding either Good or Evil points:

Give her the letter and reveal its true author.

Claim the poem's delicate verse as your own.

Whatever you choose, speak to the man in Guild Woods again to earn your prize. Once the final mushroom is yours, head to Bowerstone Quay and hand over all four to the witch outside the shack—she provides you with the cure needed to save the boy. Give it to his mother in Bowerstone South to pocket a juicy 2,000 Gold for your efforts. When you're done, return to Oakvale for the next exciting instalment of your adventure.

QUEST COMPLETED

The Sick Child

Shopping in Oakvale

Oakvale is a bit of a shopper's dream, with many items heavily discounted. You can find cheap Wedding Rings aplenty, for instance—perfect for the polygamists out there—and bargain-priced Steel weaponry, too.

WEAPONS

MELEE	VALUE
Iron Greathammer	225
Iron Greatmace	213
Iron Greatsword	238
Iron Katana	163
Iron Longsword	150
Iron Pickhammer	100
Obsidian Axe	1,950
Obsidian Cleaver	2,145
Obsidian Greataxe	3,120
Obsidian Greatsword	3,705
Obsidian Katana	2,535
Obsidian Longsword	2,340
Obsidian Mace	1,755
Obsidian Pickhammer	1,560
Steel Axe	375
Steel Cleaver	413
Steel Greataxe	600
Steel Greathammer	675
Steel Greatmace	638
Steel Greatsword	713
Steel Katana	488
Steel Longsword	450
Steel Mace	338
Steel Pickhammer	300
RANGED	**VALUE**
Ebony Crossbow	2,100
Ebony Longbow	1,820
Oak Crossbow	550
Oak Longbow	450
Yew Crossbow	200
Yew Longbow	150
OTHER	**VALUE**
Piercing Augmentation	2,100

CLOTHING

HEAD	VALUE
Bright Chainmail Helmet	790
Chainmail Helmet	742
HANDS	**VALUE**
Bright Chainmail Gauntlets	780
Bright Dress Gloves	15
Bright Leather Gauntlets	150
Bright Villager Gloves	25
Chainmail Gauntlets	742
Dress Gloves	13
Leather Gauntlets	127
Plate Gauntlets	1,980
Villager Gloves	21
Will User's Gloves	148
TORSO	**VALUE**
Bright Chainmail Shirt	3,070
Bright Leather Chest	545
Bright Upper Dress	55
Bright Villager Shirt	96
Chainmail Shirt	2,967
Leather Chest Piece	507
Plate Chest Piece	7,920
Upper Dress	50
Villager Shirt	84
Will User's Upper Robe	593
LEGS	**VALUE**
Bright Chainmail Leggings	2,650
Bright Leather Leggings	465
Bright Lower Dress	50
Bright Villager Trousers	82
Chainmail Leggings	2,596
Leather Leggings	443
Lower Dress	44
Plate Leggings	6,930
Villager Trousers	74
Will User's Lower Robe	519

CLOTHING cont...

FEET	VALUE
Bright Chainmail Boots	395
Bright Leather Boots	70
Bright Villager Boots	12
Chainmail Boots	371
Leather Boots	63
Plate Boots	990
Villager Boots	11
Will User's Boots	74

ITEMS

POTIONS	VALUE
Health Potion	80
Resurrection Phial	500
Will Potion	70
GIFTS	**VALUE**
Chocolates	10
Emerald	700
Perfume	120
Red Roses	20
Ruby	600
Wedding Ring	900
PRODUCE	**VALUE**
Apple Pie	15
Carrot	6
Cider Crate	52
Fish	12
Flour Sack	35
Grain Sack	25
Green Apple	4
Red Meat	14
Tofu	40

ITEMS cont...

OTHER	VALUE
"Making Friends"	200
"The Sock Method"	200
"Windbreaker Rule Book"	200
"You Are Not a Bad Person"	200
Fishing Rod	50
Spade	200

WANTED

WANTED	VALUE
Diamond	800
Flame Augmentation	1,450
Jet	450
Lightning Augmentation	1,550
Piercing Augmentation	2,100
Ruby	600
Sapphire	550
Sharpening Augmentation	2,600
Silver Augmentation	1,650
Tofu	40

Maze's Next Mission

Once you've emptied Oakvale's fun-bags, make your way back to the Heroes' Guild. Take a moment to spend your Experience, if you haven't done so already, then collect the Find the Bandit Seeress quest from the Map Table. Now's also a great time to tackle the Hobbe Cave quest that's been taunting you on the table for a while. Your Renown (and general combat proficiency) should be ample to take on this surprisingly challenging quest by this point.

Hobbe Cave ~ Boasts

If you choose to accept the Hobbe Cave quest, consider taking the Cave Dweller Boast if you're angling for a scrap. Evil characters, meanwhile, might also opt for the Sacrifice Innocent Boast. Be warned that the No Protection Boast can be tough, given the huge number of enemies you're going to face down under.

BOASTS	CRITERIA	WAGER	REWARD
Cave Dweller	Kill the inhabitant of the cave.	200	500
Fist Fighter	Use no weapons or offensive magic.	100	1,400
No Protection	Do the quest naked.	100	800
Protect Boy	Do not allow the boy to be harmed.	200	900
Sacrifice Innocent	Sacrifice a new innocent.	200	500
Without a Scratch	Take no damage.	100	1,800

Find The Bandit Seeress ~ Boasts

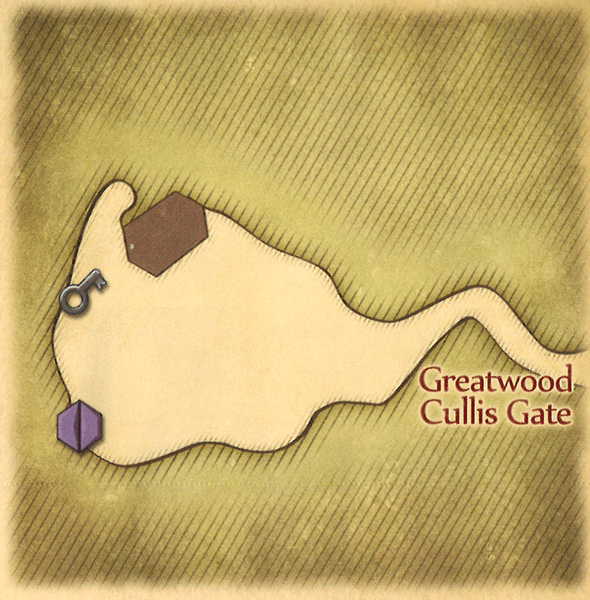
There are several Boasts to consider when accepting the Find the Bandit Seeress quest. Bandit Blood is easy to do as a matter of course—so non-stealthy types should grab it while they can.

BOASTS	CRITERIA	WAGER	REWARD
Bandit Blood	Kill at least 24 Bandits.	200	400
Spare Bandits	Don't Kill a single Bandit.	400	1,200
Without a Scratch	Take no damage.	500	3,000

Underground Movement

Once your quest log is looking a little heavier, it's time to knuckle down and embark on the Hobbe Cave mission. Teleport back to Greatwood Cullis Gate and head south-west over the river. When you reach the fork in the road, bear right. This leads to Rose Cottage, where your quest begins.

Rose Cottage



QUEST START

Hobbe Cave

Summary: Speak to the grandmother at Rose Cottage in Greatwood.

Money Reward: 5,500 **Renown Reward:** 400

To get the Hobbe Cave quest under way, simply talk with Grandma in the cottage to receive the Hexagon Key. Before you trot off again, though: it's worth scouring the area for its valuable trinkets. Use your Spade on the flower-lined patch of dirt in the yard near the cottage to earn yourself a Silver Key then hack through the nearby brambles to reach a chest containing 500 Gold. Finally, when you've dusted yourself off, go check out the Demon Door in the south-west.

Rose Cottage Demon Door

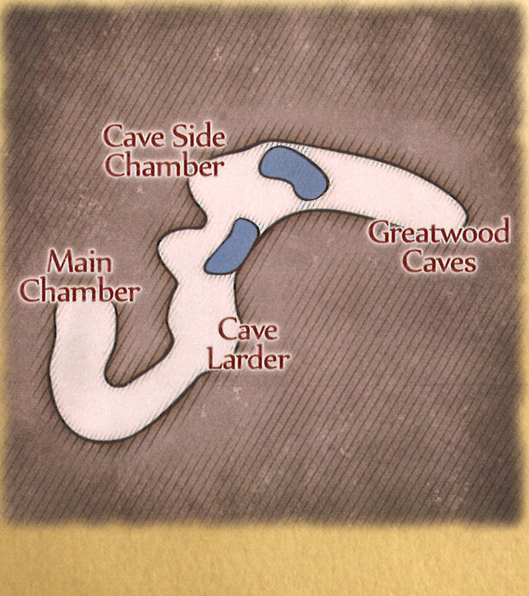
"I never open on a first date. My heart has been broken too many times before. I could only let someone who really loved me through."

All you need do to win the Rose Cottage Demon Door's heart is give it a romantic gift, like the cheap Chocolates or Red Roses available in Bowerstone South. Once it's satisfied of your intentions, you'll gain access to The Secret Haven, containing a full Bright Will User's outfit. This is handy for a number of reasons; firstly, you'll gain increased protection against enemy magic and, secondly, its high Attractiveness rating makes it ideal for flirting. As an added bonus, the Bright Will User's outfit helps convince townsfolk of your virtuous credentials (and reduces shop prices), even if you're Evil.

Return to Greatwood Caves

When you're done poking around Rose Cottage, head toward Greatwood Caves by following the southern-most path to the west in the Greatwood Cullis Gate area. It's finally time to enter Hobbe Cave itself so set a course for the entrance to the south-west, hacking through the thorns to proceed. Don't forget to grab the Will Potion and Red Meat on your way!

Hobbe Cave Entrance



There are several doors leading away from the gloomy Hobbe Cave Entrance, so it pays to take a pragmatic approach to exploration. You shouldn't have too much trouble to start with, but, once you return from the Cave Side Chamber, the Entrance will be crawling with Hobbes. Worse still, it's virtually impossible to clear the passage completely as enemies constantly pour in from the depths—that's great for Experience gathering, but not so much for an easy life. For now, though, head through the first big door on your right.

NOTE

Hobbes tend to attack in large groups and have a nasty habit of surrounding you, making it tricky to escape their blows. Spells like Force Push and Battle Charge are great for crowd control, so make the most of them. You should focus on the larger, more powerful Hobbe variants first, paying particular attention to Hobbe Spellcasters who can deal some surprising damage from a distance. Melee-focused Heroes should Flourish where possible, as you're almost guaranteed to strike an opponent here when you do.

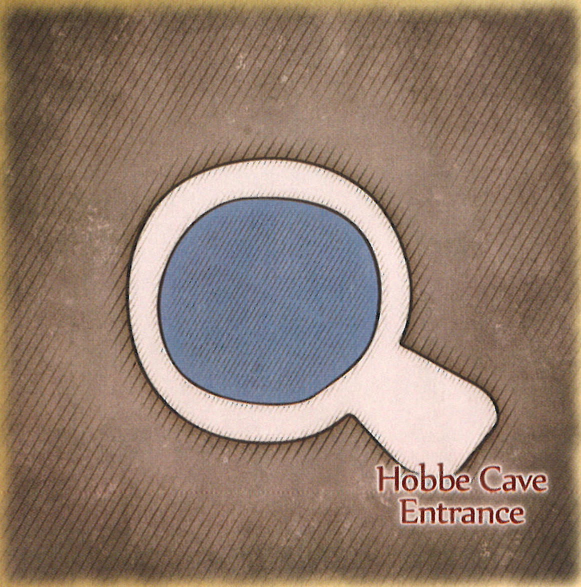
ACHIEVEMENT

20

THE SWINGING SWORD

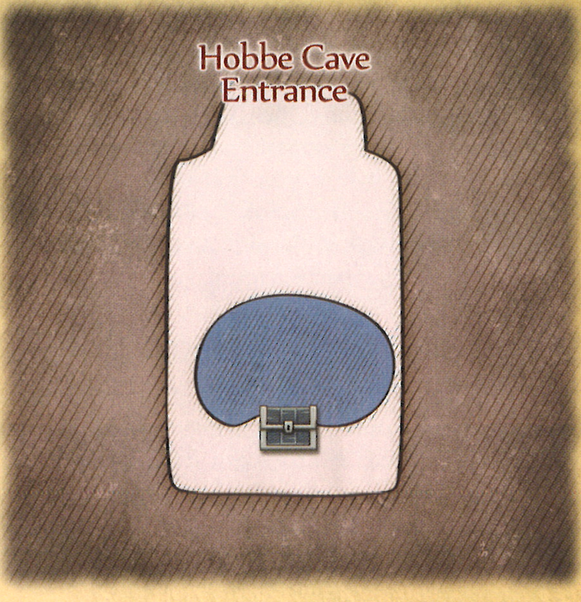
Hit three enemies simultaneously with a single Flourish to unlock this particular Achievement. As it turns out, the infested Hobbe Caves where you now stand provide the perfect place to do it—just make sure you're wielding a weapon with a wide area of attack, otherwise you could be slashing about for some time.

Cave Side Chamber



As soon as you enter the Cave Side Chamber, you're ambushed by a large group of Hobbes. Take them out then turn your attention to the captured Bandit. Accepting his offer of companionship is optional—but you definitely want him along for the ride if you took the Sacrifice Innocents Boast. If the Bandit joins your party, command him to Wait at the start of each new area while you clear the route ahead. Back at Hobbe Cave Entrance, take care of the sudden enemy influx then proceed farther along the passage, heading through the large door on the left.

Cave Larder

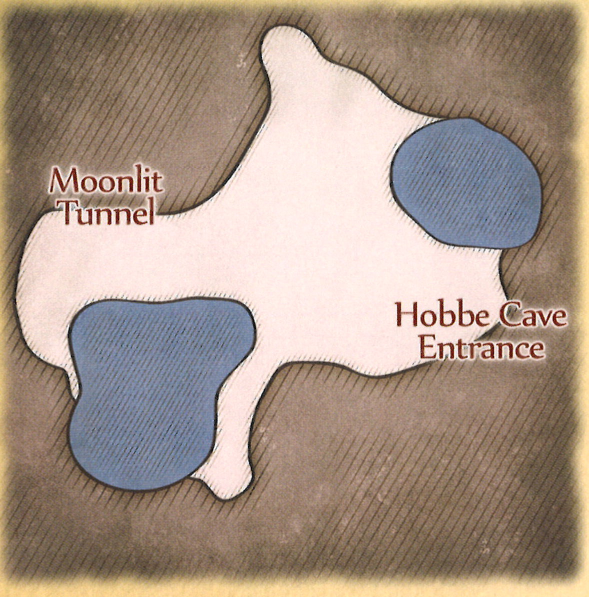


Inside the Cave Larder, there's another group of Hobbes that need teaching a lesson. Finish them off then swipe the Health Potion and a Will Master's Elixir from the Silver Key Chest. With your pockets bulging suspiciously, return to Hobbe Cave Entrance and work your way along the winding path to the west, battling through the throng before heading through the doors at the bottom of the steps.

NOTE

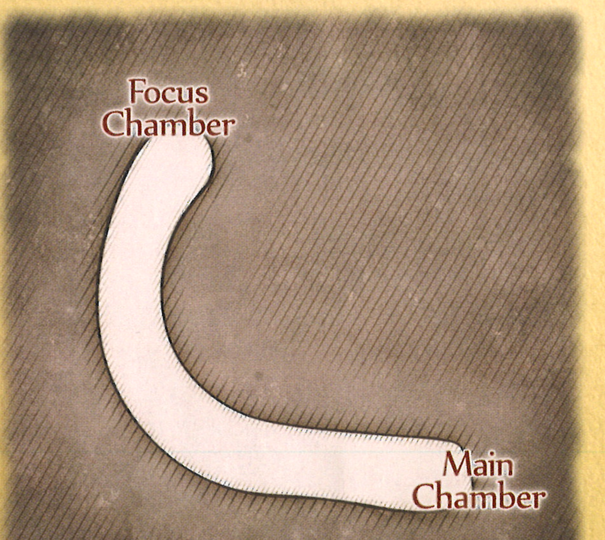
If you brought the Bandit with you, make him Wait outside the entrance to the Main Chamber. It's cramped inside and swarming with Hobbes, meaning he's unlikely to survive the onslaught. Once the area is clear, command him to Follow and continue deeper into the caves.

Main Chamber



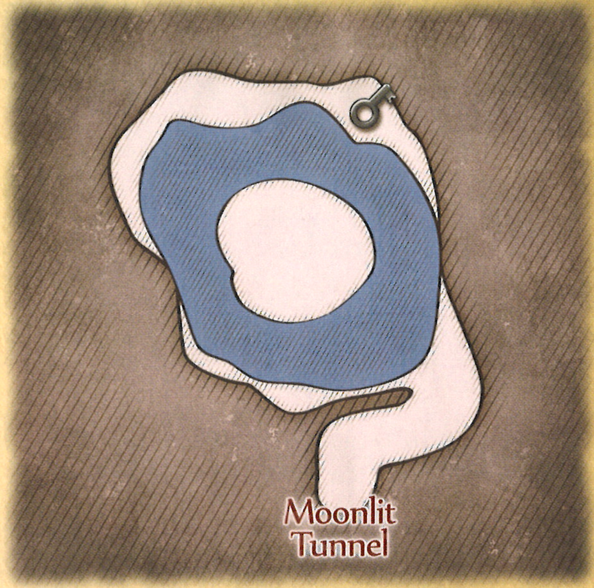
When the Main Chamber is finally free of Hobbe forces, poke around and open the two chests nearby to earn yourself a total of 1,000 Gold and a handy-dandy Flame Augmentation. If you've been wondering what Grandma's Hexagon Key is for, now's the time to get your answer. Approach the door to the west and use it on the strange-shaped lock. Bit of an anti-climax, really.

The Moonlit Tunnel



There's nothing to see in this narrow passageway for now, so catch your breath then proceed toward the Focus Chamber at the far end.

The Focus Chamber



Make your way down the huge stone staircase to find the boy you've been searching for all this time. Unfortunately, he's been captured by a Nymph—and she's only prepared to release him in exchange for another soul. If you've brought the Bandit along, now's the time to earn that Sacrifice Innocents Boast—if not, don't worry; you'll have a fight on your hands either way.

This can be a tough battle, thanks to the constant influx of new Hobbe opponents. Your best tactic is to auto-target the Nymph and unleash a charged Ranged attack where possible, turning your attention back to the Hobbes if you're becoming overwhelmed. Once the Nymph is defeated, polish off the last remaining Hobbes and the boy will Follow. Be sure to dig up the Silver Key inside the mushroom ring to the north-east before leaving the area.

NOTE

Things are a little easier if you don't sacrifice the Bandit, as the boy remains safely in his cage until the Nymph is defeated. If you do sacrifice the Bandit, the Nymph still attacks but the boy is no longer protected. Lead him out of the chamber as quickly as possible—or, if you really must fight, use Wait on the boy near the chamber's perimeter to keep him out of harm's way.

The Great Escape

By all means, celebrate your victory against the Nymph. Just remember that you still need to reach the surface in one piece. Use Wait on the boy while you clear the chamber's staircase of any lingering Hobbes then lead him to the exit and command him to Wait again. The Moonlit Tunnel is now swarming with enemies so head on through, clear them out, and only then return for the boy.

NOTE

The Heal Life Spell can be invaluable during this portion of the quest. If your young charge starts to look peaky at any point, top him up immediately.

There's one final challenge at Hobbe Cave Entrance. You can't clear the area completely, so your first step should be to make the boy Wait by the doorway at the foot of the staircase. Next, rush ahead, kill as many Hobbes as you can, then grab the boy once more, proceeding carefully to the exit in case of ambush.

Out in the Open

Once you've made it outside, your Bandit cohort demands his share of the loot—assuming you didn't hand him over to the Nymph, of course. Either pay up or put an end to his sorry life. With that bit of business taken care of, follow the boy back to Rose Cottage and claim 5,500 Gold, 400 Renown, and a Hobbe Head Trophy. Congratulations!

QUEST COMPLETED

Hobbe Caves

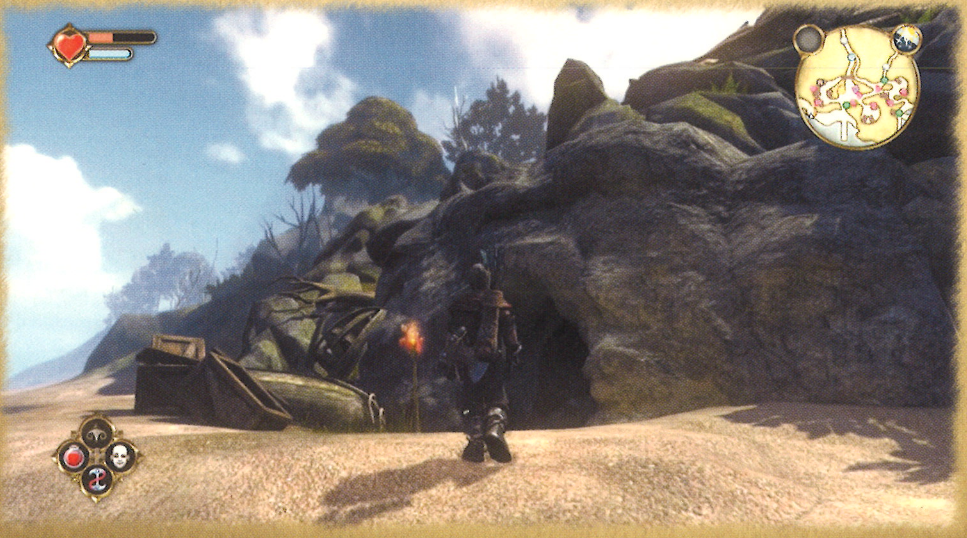
Greatwood Caves Demon Door

"I need to see your Combat Multiplier get higher before I swing ajar."

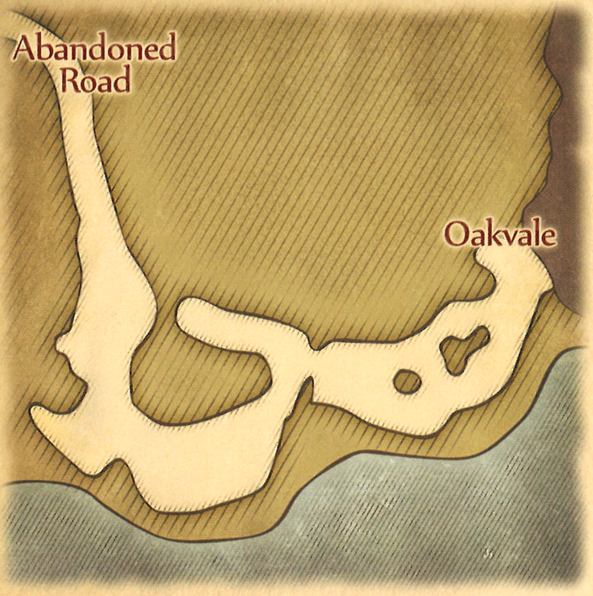
Greatwood Caves is home to one of the most challenging Demon Doors in all of Albion. To prise it open, you need a Combat Multiplier level of at least 14. If you've picked up the Physical Shield Spell, it's entirely possible (if not especially easy) to achieve this right now. If you're still struggling, though, come back later when you're stronger. Essentially, your goal is to run the gauntlet along the nearby cave system, whacking everything in sight until your Multiplier is sufficiently high. Provided it's at 28 or above when you leave Hobbe Cave, you can rush back and speak to the door, granting access to The Butterfly House and the Legendary Cutlass Bluetane within.

Finding the Bandit Seeress

With Hobbe Cave now finally behind you, it's time to continue on with your main quest. Teleport back to Oakvale and make your way to the cave entrance at the far end of the south-western beach.



Clifftop Path



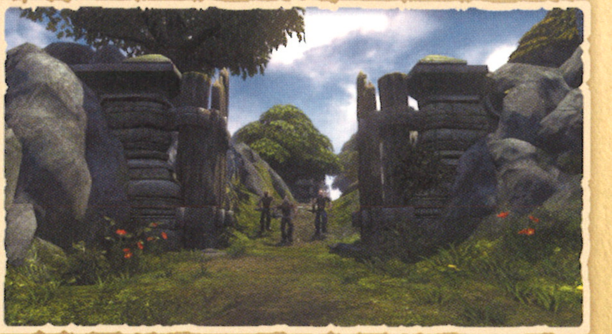
QUEST START

Find the Bandit Seeress

Summary: Sneak past the Bandits and get through the gate to the Bandit Camp path. If you are seen, kill the Bandits and wait for the gates to re-open.

Money Reward: 4,500 **Renown Reward:** 1,000

There are only three Bandits on the Clifftop Path but progress isn't quite as simple as it might first seem. If you're spotted, the Bandits run ahead and seal the entrance to the Abandoned Road—forcing you to stay hidden for a short time before it re-opens. If you're not in the mood for stealth, simply charge on in and hack/spike/blow the Bandits to pieces—just be aware that more Bandits emerge the next time the gate is open.



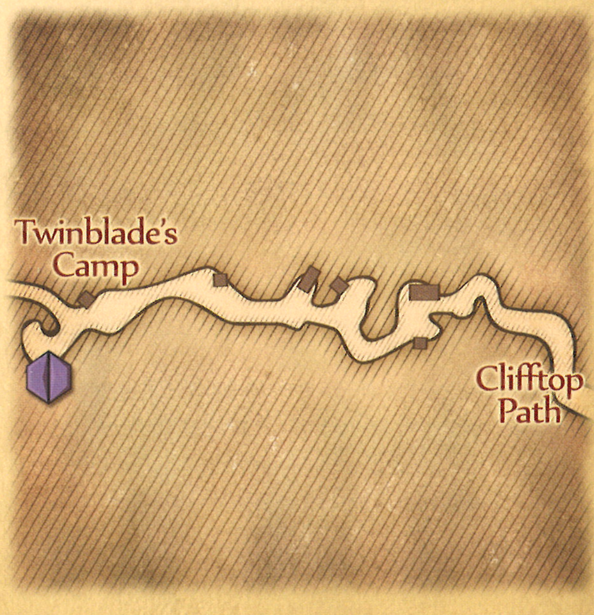
Luckily, two large rocks sit on either side of the pathway leading up to the gate. As soon as you finish off the first three Bandits, hide far behind the rock on the left. Next, wait for the three new Bandits to stroll on past. As soon as they're beyond reach, dash through the gates to make your big entrance.

If you're aiming for the Spare Bandits Boast, though, this isn't an option. Instead, you need to sneak through undetected. To ensure you're out of sight, keep a watch on the map and the Awareness Eye in the upper corner of the screen. Use the large boulders along the path as cover. Note that stealthy types will find that Assassin clothing or a few Guile upgrades can make their lives a whole lot easier.

NOTE

Don't forget to smash the barrels near the cliff-edge to grab yourself a Harion Shoulder Tattoo and a Health Potion.

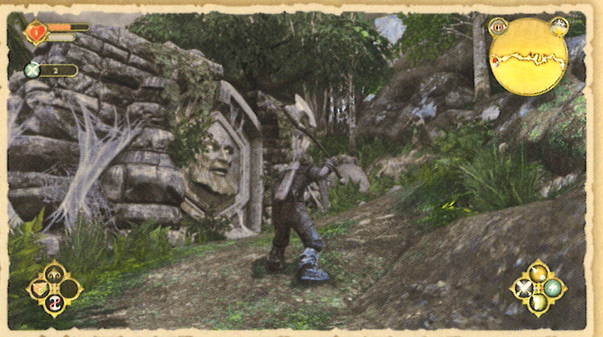
Abandoned Road



This long, winding road is teeming with Bandits, meaning you can easily satisfy the Bandit Blood Boast here, if you're so inclined. Ranged fighters can simply pick enemies off from a distance but Melee combatants should prepare themselves for a tougher fight—Bandits just love to block, so Flourishes prove particularly useful. As you proceed along the path, be sure to loot each of the five chests

to get yourself a full Bandit outfit—consisting of Bandit Boots, a Bandit Shirt, Bandit Trousers, a Bandit Bandana, and, finally, Bandit Gloves.

Smash up any barrels you pass to find Ages of Will and Ages of Skill Potions, a Will Potion, Health Potion, plus 250 Gold. There's also a Resurrection Phial in a chest near the Demon Door at the far western end of the map. Once you've done everything you need to, head north-west to Twinblade's Camp, wafting your pass as you go.

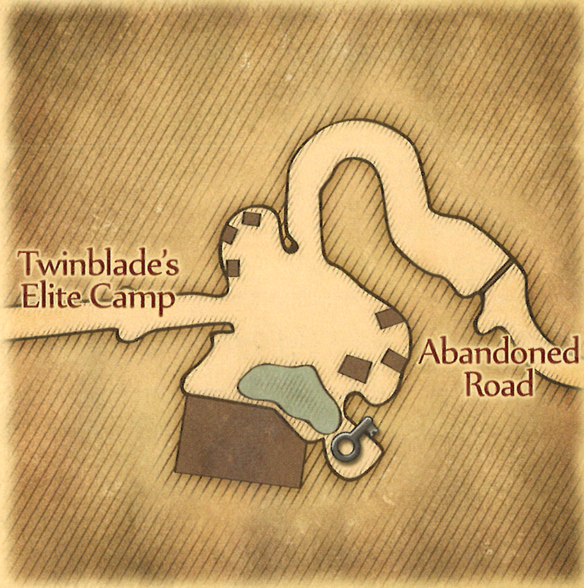


Abandoned Road Demon Door

"What? Oh. You're not one of them, are you? My eyesight's not what it used to be. One was a gallant knight. His plate armour was so shiny. Probably what did my eyes in. Then there was an evil mage, wore the darkest magical robes you ever saw. The last was a rogue—a bandit, bit like the chaps here."

To open this particular door, you need to convince it that you're three of its oldest friends—by wearing three specific outfits in the order requested. You should already have the Rogue-ish Bandit outfit, plus the Dark Will User's clothes needed to become the Evil mage (these are found behind the Darkwood Marshes Demon Door). To convince the door of your gallant knight credentials, however, you need the Bright Plate Mail—found later, either at the Arena or purchased bit by bit from Traders in Knothole Glade. Once you've put on your impromptu fashion show, grab the Dollmaster's Mace from the Bitter Shrine beyond the door.

Twinblade's Camp

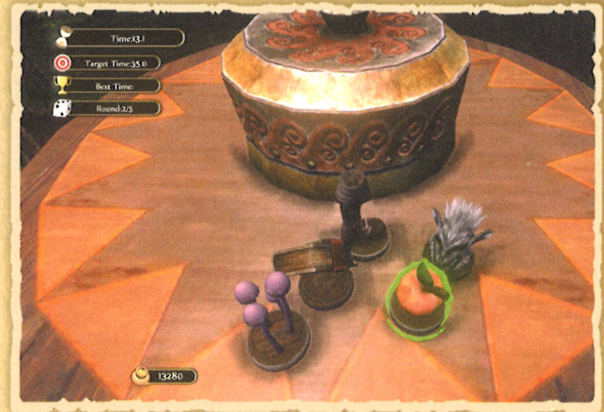


There's another active Cullis Gate just inside Twinblade's Camp, so consider your teleporting potential ever-so-slightly increased. Just beyond lies the camp entrance—but you won't be able to pass unless you're wearing your brand-new Bandit outfit. Once you're inside, head along the path and enjoy your first few moments as an honest-to-goodness rogue.

There's a ton of looting to be done at Twinblade's Camp by smashing up barrels—but the good stuff is stashed in a nook near the pond, just east of the tavern. Here you can find an Ages of the Will Potion, a Health Potion, and 500 Gold. Dig up the Silver Key buried under the dirt mound while you're at it, too.

To complete your main quest, you need the Bandit Camp Pass to enter Twinblade's Elite camp. You've a few options available here; either win one in the tavern's Guess the Addition game or speak with the Bandit standing just outside. He offers to sell you one for a "mere" 1,000

Gold—or you can reduce the price by snatching it from his cold, dead hands. Just make sure nobody catches you in the act or things could get nasty.



Guess the Addition Game

Even if you procure the pass through other means, be sure to check out the Guess the Addition game while you're here—there's a Twinblade Hero Doll up for grabs if you complete the game in 25 seconds or under. In each of the five rounds, you'll be shown a selection of objects and asked to guess the newly added item when the cover is removed. If you're having trouble, try assigning a name to each object in your head then mentally tick them off when the new selection is revealed. Alternatively, cast the Slow Time Spell.

Shopping in Twinblade's Camp

If you're in the mood for a bit of retail therapy, there are several interesting items around Twinblade's Camp. The Assassin outfit, for instance, is great for Evil Heroes needing to be stealthy in their illicit dealings. You can also pick up Crunchy Chicks—perfect for Good characters that want to open the Greatwood Gorge Demon Door without hacking up humans.

ACHIEVEMENT

ASS CREED

Not one for the super-stealthy life? You still should consider stumping up for the Assassin outfit. If you wear it while using the Fart Expression, a brand-new, silent-but-deadly Achievement is yours.

CLOTHING

HEAD	VALUE
Dark Chainmail Helmet	780
HANDS	**VALUE**
Assassin Gloves	135
Dark Chainmail Gauntlets	770
Dark Leather Gauntlets	144
Dark Plate Gauntlets	2,020
Dark Villager Gloves	24
Guard Gloves	105
TORSO	**VALUE**
Assassin Shirt	540
Dark Chainmail Shirt	507
Dark Leather Chest	593
Dark Plate Chest Piece	7,920
Dark Villager Shirt	92
LEGS	**VALUE**
Assassin Trousers	473
Dark Chainmail Leggings	3,050
Dark Leather Leggings	535
Dark Plate Leggings	8,010
Dark Villager Trousers	80
FEET	**VALUE**
Dark Plate Boots	1,020
Assassin Boots	68
Dark Chainmail Boots	390
Dark Leather Boots	69
Dark Villager Boots	12

WEAPONS

MELEE	VALUE
Iron Greataxe	200
Iron Greatsword	238
Obsidian Axe	1,950
Obsidian Cleaver	2,145
Obsidian Greataxe	3,120
Obsidian Greathammer	3,510
Obsidian Greatmace	3,315
Obsidian Greatsword	3,705
Obsidian Katana	2,535
Obsidian Longsword	2,340
Obsidian Mace	1,755
Obsidian Pickhammer	1,560
Steel Axe	375
Steel Cleaver	413
Steel Greatmace	638
Steel Greatsword	713
Steel Longsword	450
RANGED	**VALUE**
Ebony Crossbow	2,100
Ebony Longbow	1,820
Oak Longbow	450
Yew Longbow	150
OTHER	**VALUE**
Flame Augmentation	1,450

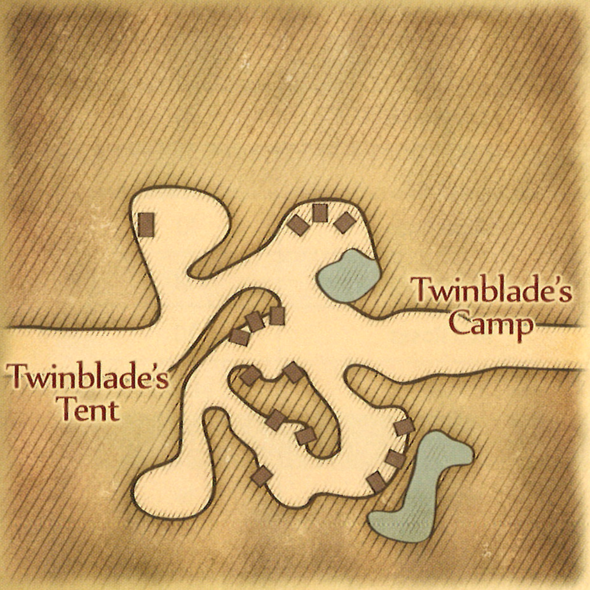
ITEMS

POTIONS	VALUE
Health Potion	80
Resurrection Phial	500
Will Potion	70
GIFTS	**VALUE**
Chocolates	10
Fake Wedding Ring	200
Red Roses	20
Jet	450
PRODUCE	**VALUE**
Apple Pie	15
Beer Keg	46
Cider Crate	52
Crunchy Chick	35
Fish	12
Grain Sack	25
Green Apple	4
Red Meat	14
OTHER	**VALUE**
"Eyes of a Killer"	200
"The Ugly Guide"	200
"Windbreaker Rule Book"	200
Fishing Rod	50
Spade	200

WANTED

WANTED	VALUE
Cider Crate	52
Fish	12
Fish	18
Fishing Rod	50

Twinblade's Elite Camp



To get through the gate to the west, you're going to need to create some kind of diversion. Cash-rich Heroes can pay 2,000 Gold to the Assassins clustered in the area, while thriftier sorts can speak to the caged captives in the south-west. If you choose the latter option, you need to kill the big Bandit nearby and get his key. Once it's yours, unlock the cage and the gate to the west finally opens. Either head on through or take a moment to explore the rest of the camp—barrel smashers and chest pillagers can earn themselves 100 Gold, a Resurrection Phial, Assassin Trousers, and an Ages of Might Potion, among other treats.

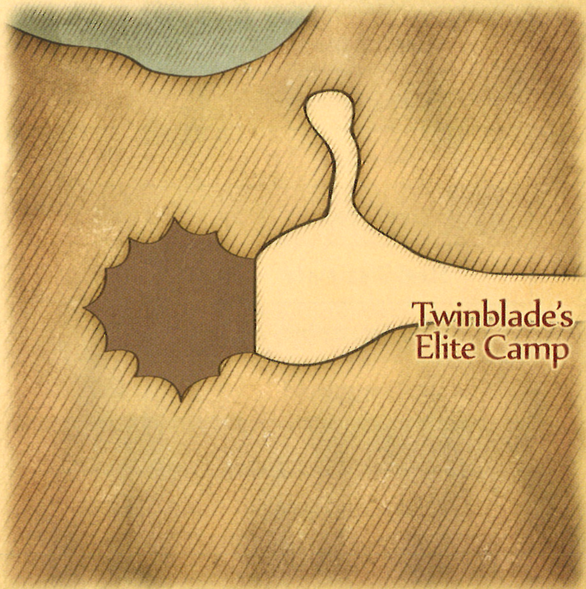
NOTE

If you're in an aggressive mood, it's also possible to progress to the next area by massacring every single enemy on the map. It's one hell of a fight, mind, but think of the Experience you can earn!

Fist Fighters Gang ~ Part 3

Hang right along the path to the western gate to find another Fist Fighters ring. Hop into bed (or eat a Moonfish) to bring on nightfall, if necessary, then wait for your brawling buddies to show up. You need to have won the Fist Fight Level 2 Passed certificate in Oakvale to compete but, other than that, it's pretty much business as usual. Clear six rounds of fisticuffs and the Fist Fight Level 3 Passed certificate is yours. As ever, don't forget to put some clothes on afterward.

Twinblade's Tent



As soon as you enter Twinblade's Tent, you have to answer to the big man himself. Twinblade is a formidable opponent, capable of blocking anything that comes his way. However, every couple of attacks, he slams his swords into the ground, unable to move for a few moments. This is your chance to circle round and hit him in the back for major damage. Your best strategy is simply to lock on, keep close, and dodge his moves until a window of opportunity arises. Be sure to keep away from the edge of the ring at all times, though—otherwise Twinblade's Bandits start hacking away. Eventually, Twinblade yields and you're faced with another Alignment-altering choice.

Good characters can spare Twinblade, simply by leaving the area through the eastern gates. Bless.

If you want him dead (and those delicious Evil points), take a swing to continue the battle to its bitter end. Be warned, though; if you choose to kill Twinblade, his Bandit cohorts (lining the ring) join in the final confrontation. Kill them all before initiating the fight to make things easier.

However you play it, your final reward for facing-down Twinblade is the Bandit Seal Trophy—go on, give it a hoist.

NOTE

There are three chests in Twinblade's Tent, containing a Resurrection Phial and a total of 500 Gold. You can also find a fourth chest, housing a Diamond, along the path to the north.

QUEST COMPLETED

Find the Bandit Seeress

ACHIEVEMENT

25

THE BLOODLINE PART 1

As if tearful reunions weren't enough to warm your delicate Hero heart, finding your sister unlocks a brand-new Achievement, too!

With Twinblade's battle behind you, Maze immediately requests your presence back at the Heroes' Guild. Best get over there, pronto.

Maze's Next Request

QUEST START

Maze's Request

Summary: Maze has asked to meet you in his quarters in the Guild.

Money Reward: 0 **Renown Reward:** 0

Teleport back to the Heroes' Guild and spend your Experience (including 10,000 points gifted by Theresa) while you're here. Next, meet Maze in his tower to the south and receive a new mission: find the Archaeologist in Witchwood.

QUEST COMPLETED

Maze's Request

Before you go gallivanting off again, there are a couple of additional quests waiting for you at the Map Table. Good Heroes can choose the saintly Trader Rescue quest, while Evil characters should grab the diabolical Trader Massacre quest. Alternatively, choose both if you're feeling Alignment-agnostic and just want the money and fame.

Trader Massacre

TRADER MASSACRE ~ BOASTS

BOASTS	CRITERIA	WAGER	REWARD
Fist Fighter	Use no weapons or offensive magic.	800	5,000
Keep Bandit Alive	Ensure that the Bandit doesn't die.	400	1,000
No Protection	Do the quest naked.	100	400
Timed Quest	Complete the quest in under 4 minutes.	400	1,000
Without a Scratch	Take no damage.	1,000	6,000

QUEST START

Trader Massacre

Summary: Kill all the Guards and Traders in Barrow Fields.

Money Reward: 5,000 **Renown Reward:** 4,000

Evil characters have it easy. All you need do to complete this quest is eliminate every Guard and Trader in Barrow Fields. Teleport over and take care of business—enjoying the assistance of some Bandit chums. After the Guards have been defeated, there's one final decision to make: either kill or spare the last Trader for a few extra Alignment points.

QUEST COMPLETED

Trader Massacre

Trader Rescue

TRADER RESCUE ~ BOASTS

BOASTS	CRITERIA	WAGER	REWARD
Pacifist	Kill no Bandits.	400	1,000
Fist Fighter	Use no weapons or offensive magic.	300	1,000
No Protection	Do the quest naked.	100	400
Timed Quest	Complete the quest in under 8 minutes.	400	1,000
Without a Scratch	Take no damage.	300	1,000

QUEST START

Trader Rescue

Summary: Rescue all three of the Traders held captive in the Bandit Camp.

Money Reward: 5,000 **Renown Reward:** 4,000

This quest, requiring you to escort three Traders out of Twinblade's Camp, begins as soon as you enter the area. There are two ways to achieve this—either by running (or sneaking) past the Bandits, grabbing the Traders, then legging it out again, or by killing every Bandit in sight. The first option is practically compulsory if you've opted for Without a Scratch, Pacifist, and Timed Quest Boasts. The second option, meanwhile, is slower but earns a ton more Experience.

NOTE

There's a bodyguard in this area who's only too happy to offer assistance for a pile of Gold. This quest can get tricky so you might appreciate the help.

If you're fighting your way to victory, things start to get tough as you reach the large group of Bandits in the centre of camp. Dodge and Flourish (or bring out your best crowd-control Spells like Battle Charge and Force Push) to make it through. Be careful with large area-of-effect-style Spells; if you accidentally kill a Trader in the skirmish, your quest is over.

Once the area is clear, speak to the Trader and immediately command him to Wait. Next, run back along the northern path, attracting the next Bandit wave while keeping your charge out of harm's way. Bring down any lingering opponents then command the Trader to Follow. Lead him out of the gate to the east then move deeper into camp to the west.

You can use the same strategy here as before: clear the entire area of Bandits then speak to either one of the two remaining Traders and command them to Wait. A few more Bandits appear when you do, so take care of them before leading both Traders—one to the north-east, the other to the south-west—through the gate to the east. Finally, back in the first camp, immediately tell both Traders to Wait then run ahead to clear out the latest group of Bandits to join the party. When peace is restored, simply lead your team out the exit to the east.

QUEST COMPLETED
Trader Rescue

Murder with a Twist

There's one last bit of business to take care of at Twinblade's Camp. First, though, return to Oakvale and speak with the Guard at **Point F.** He asks you to deal with an Assassin that killed his brother, offering a 1,000 Gold reward.

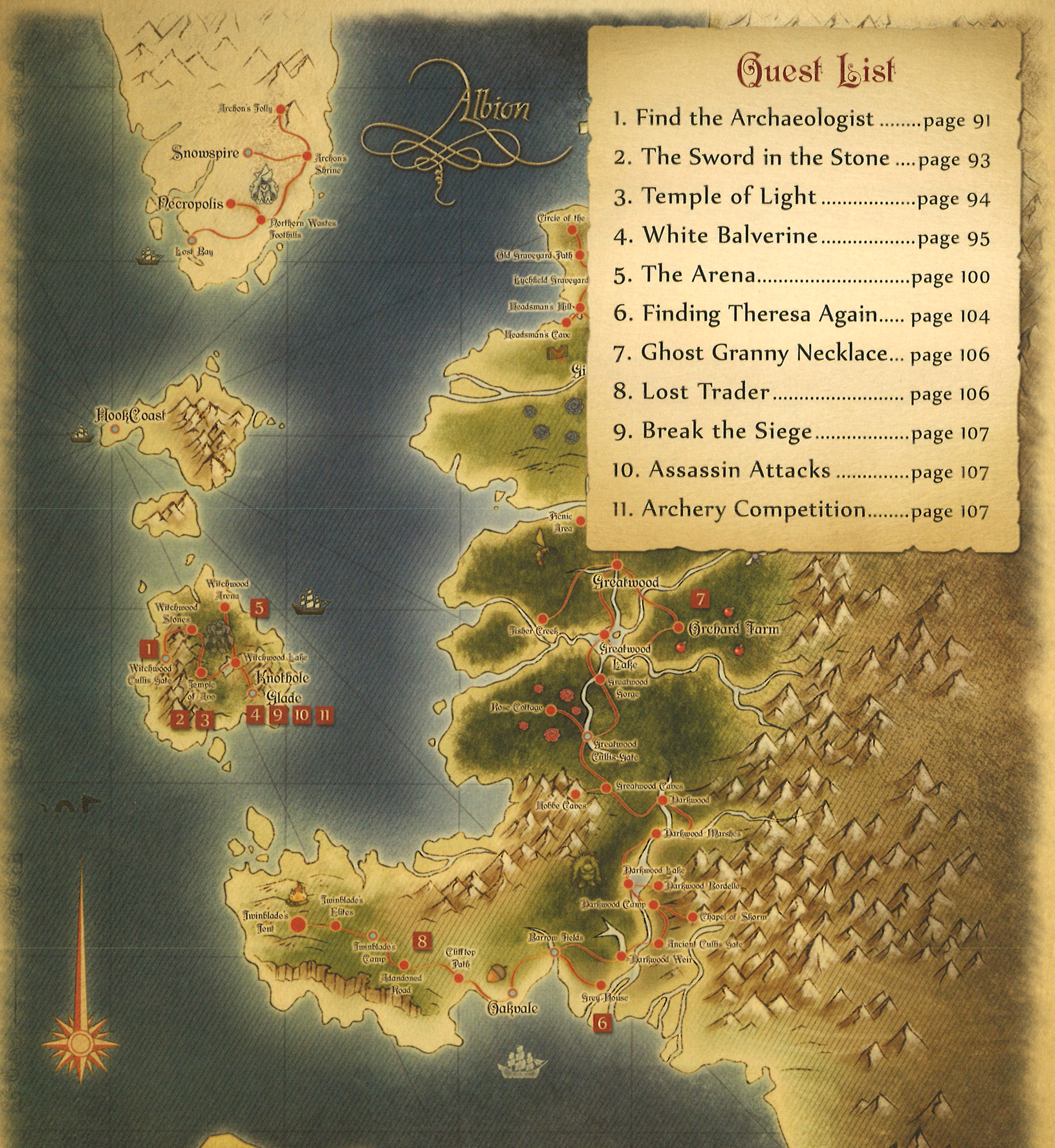
QUEST START
Murder with a Twist

Summary: Find and kill the dangerous assassin.
Money Reward: 0 **Renown Reward:** 0

Teleport back to Twinblade's Camp and make your way to Twinblade's Tent, where the aforementioned Assassin waits. Talk to him then pull out your weapon a few times to strike up a new deal. The Assassin offers you 2,000 Gold to kill the Guard that set the bounty—who, in a shocking twist, is his very own brother. You can refuse the Assassin's offer once and he ups the fee to 2,500 Gold—but he attacks if you turn him down again. Accept the higher value and you receive payment immediately (plus a few Evil points)—meaning that you can still kill the Assassin and return to the Guard, claiming your original 1,000 Gold reward, too. Not bad for a few minutes' work!

QUEST COMPLETED
Murder with a Twist

Chapter 3.4 ~ Walkthrough: Witchwood to Grey House

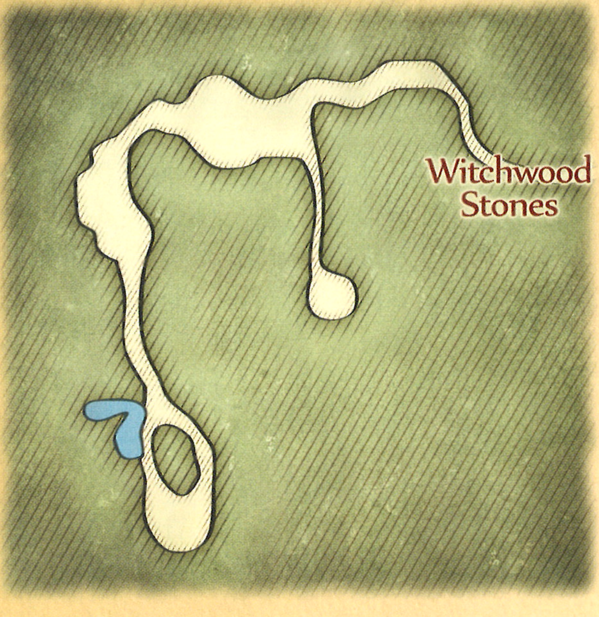

Albion
Archon's Folly
Snowspire
Archon's Shrine
Necropolis
Northern Wastes Foothills
Lost Bay
Circle of the
Old Graveyard Path
Lychfield Graveyard
Headsman's Hill
Headsman's Cave
Hook Coast
Witchwood Arena
5
Witchwood Stones
1
Witchwood Cullis Gate
Witchwood Lake
Knothole Glade
Temple of Avo
2
3
4
9
10
11
Picnic Area
Greatwood
7
Fisher Creek
Orchard Farm
Greatwood Lake
Greatwood Gorge
Rose Cottage
Greatwood Cullis Gate
Greatwood Caves
Hobbe Caves
Darkwood
Darkwood Marshes
Darkwood Lake
Darkwood Bordello
Darkwood Camp
Chapel of Skorm
Twinblade's Tent
Twinblade's Elites
Twinblade's Camp
8
Clifftop Path
Adandoned Road
Barrow Fields
Ancient Cullis Gate
Darkwood Weir
Oakvale
Grey House
6

Quest List

1. Find the Archaeologist ....page 91
2. The Sword in the Stone ....page 93
3. Temple of Light ....page 94
4. White Balverine ....page 95
5. The Arena............................page 100
6. Finding Theresa Again..... page 104
7. Ghost Granny Necklace... page 106
8. Lost Trader .... page 106
9. Break the Siege.................page 107
10. Assassin Attacks ....page 107
11. Archery Competition........page 107

Now that you've cleared a good portion of your quest backlog, it's time to make your way to Witchwood. This distant island retreat was added as a new Cullis Gate destination following your chat with Maze earlier—so use your Guild Seal and prepare for the next gruelling leg of your adventure.

Witchwood Cullis Gate



QUEST START

Find the Archaeologist

Summary: The Archaeologist is protected by a magical door. Find this door.
Money Reward: 1,200 **Renown Reward:** 0

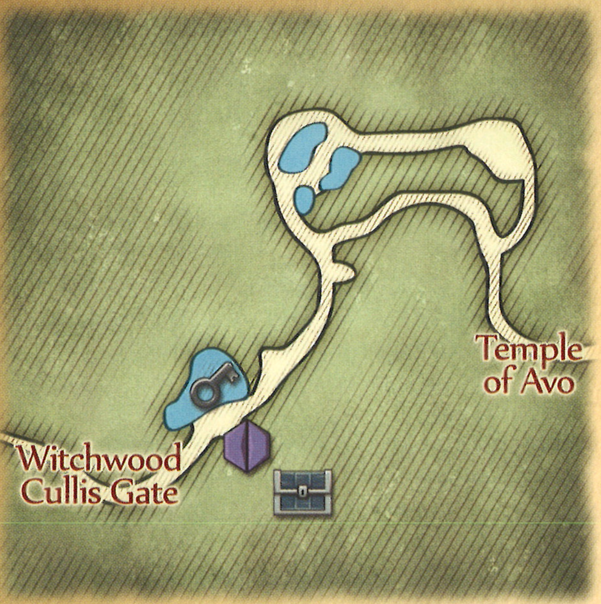
There are a few things to do before setting off through this dense, dangerous part of the world. Start by hacking down the brambles blocking your path ahead, then take your blade to the thorns on the right, near the towering stone pillar. There's a Resurrection Phial in the chest beyond.

As the rain begins to fall, your peaceful jaunt is interrupted by the arrival of a Rock Troll. Its projectiles are much tougher to dodge that those of its Earth Troll counterpart—and its a hardier beast all around, rarely pausing to provide a convenient window of attack.

Nevertheless, your strategy should remain the same. Dodge out of harm's way—the Slow Time Spell works wonders here—and charge your bow or Fireball Spell ready for launch. The Multi Arrow Spell is as helpful as always and, if you're feeling brave, you can slam back its boulders with a carefully timed Melee attack. Not only does this deal a huge amount of damage, it also earns you the Feed the Trolls Achievement, if you haven't unlocked it already. Of course, less confrontational Heroes can always simply run on by—but you'll miss the gems the Troll drops on its death if you do.

Once the Troll is defeated, smash the barrel ahead for the book "The Guild of Zeroes," and swipe the nearby Will and Ages of the Will Potions. There's another strange stone orb along the path to the south (more on that later!) but little else to see at present. When you're ready, make your way north-east to Witchwood Stones.

Witchwood Stones

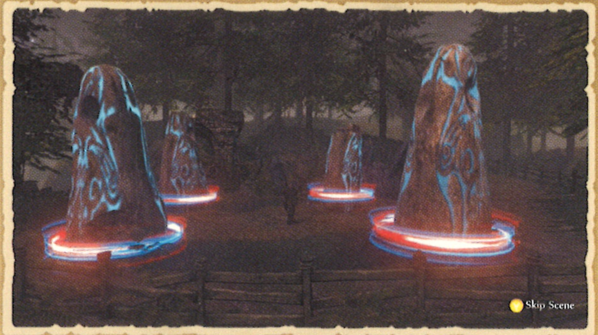


Continue along the path and pause at the pond on the right to reel in another Silver Key. Before you tackle the Demon Door opposite, have a rummage around the rest of the area. You can find an Obsidian Greathammer in a chest behind some thorns, just as the northern path splits in two, plus some Chainmail Gauntlets in an alcove to the north-east. When you've exhausted Witchwood Stones' looting potential, go speak to the Demon Door—cracking this one wide is integral to your current story quest.

Witchwood Stones Demon Door

"I only open to those who know my name. If you know it, find and hit the magic stones to spell it out. Only one person knows my name, but I doubt you'll find him. Even at the Temple of Avo."

This door only opens to those that know its name. Fortunately, there's just such a man loitering around the Temple of Avo. You *could* take the path that leads east and get some answers—the gentleman you seek loiters just south-west of the temple. However, he's only prepared to provide the information you need in exchange for a shiny Ruby. If you'd rather save yourself a bit of Gold, it's easy enough to figure out the door's name without assistance.



Make your way back to the northern part of Witchwood Stones and examine the four mysterious stones standing proudly (and a little eerily) nearby. It shouldn't take long to learn that each is marked with a letter: H, I, T, and S. You need to strike each stone in the correct order, spelling out the door's name as you go. Somewhat improbably, it's called "HITS," so smash those stones in turn. Foul-mouthed Heroes should note that any attempts to spell a particularly naughty word are greeted by a baying pack of Balverines. So best keep it clean!

Once the Demon Door has swung open, head back and pop inside. Maze's history-loving pal is less than happy to make your acquaintance when you do, but at least you've completed the Find the Archaeologist quest. Before rushing off again, have a rummage to uncover a 15-Key Silver Key Chest containing a Health augmentation, plus some Chainmail Leggings and a Resurrection Phial in the smaller chest. Finally, there's a Howl Tattoo and some books on the shelf, plus a Sapphire and Ruby concealed in some barrels nearby.

QUEST COMPLETED
Find the Archaeologist

With that bit of business out the way, the Guildmaster alerts you to a brand-new quest awaiting back at the Heroes' Guild. Teleport on over, spend your Experience, and check out the Map Table to accept the White Balverine quest—feel free to make a Boast if you're in the mood. When you're suitably prepared, return to the Witchwood Cullis Gate and proceed to The Temple of Avo, just east of Witchwood Stones.

THE WHITE BALVERINE ~ BOASTS

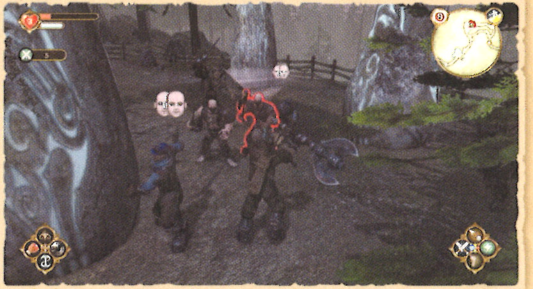
BOASTS	CRITERIA	WAGER	REWARD
No Protection	Do the quest naked.	800	1,800
Without a Scratch	Take no damage.	500	2,500

Bandits in Witchwood

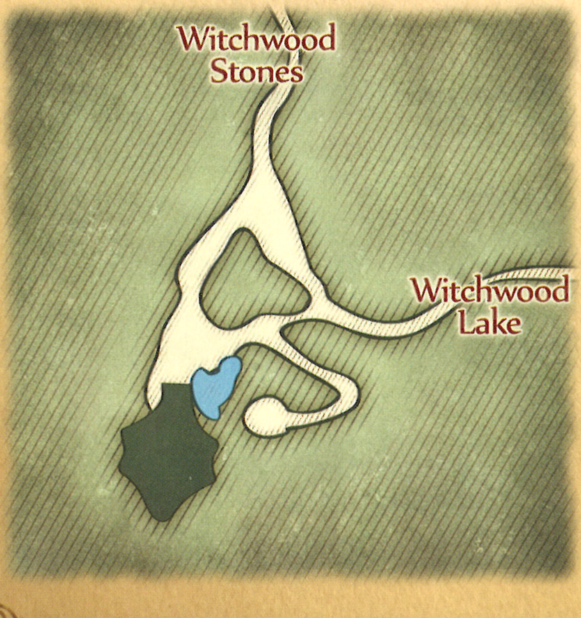
As you enter Witchwood Stones from the south a second time, a man comes charging down the path, in desperate need of assistance. However, the specifics of his request differ, depending on your current Alignment.

If you're a saintly sort, the man asks you to help his wife and leads you north toward the stones. Unfortunately, it's a trap and you'll be ambushed by Bandits. Run back along the path to draw the nearby Guards' attention and gain some allies in battle. Once it's over, go find the man to the north. If you choose to spare him, you receive a Resurrection Phial as a reward for you benevolence.

Bad Heroes are approached by a man requesting help in roughing up a rich Trader. Follow him north and, this time, you're attacked by Guards. Finish them off with help from the Bandits nearby, then go find the man to teach him a lesson. Talk to him to receive a Resurrection Phial—or show him the pointy end of your blade for 60 Evil points.



The Temple of Avo

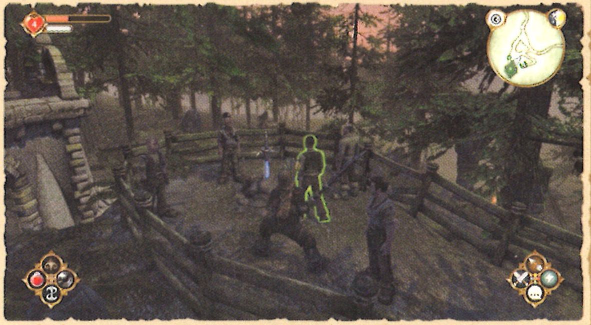


With that bit of excitement out of the way, follow the road east until you reach the Temple of Avo. This enemy-free oasis of calm features several interesting new challenges—including a chance to pay your respects to Avo himself and earn some valuable rewards. Elsewhere, there's a bodyguard for hire just outside the temple, plus a Resurrection Phial in the chest nearby.

Finally, on the hill at the end of the path to the south, you can find the Harbinger—a Legendary Longsword. Unfortunately, it's currently wedged fast in a rock and it's going to take some effort to tease it out. When you've exhausted your options in the area, head east toward Witchwood Lake.

The Harbinger

If it's a test of Strength you want, you should definitely speak to the crowd gathering atop the hill to the south. Here lies the Legendary Harbinger, waiting to find its release at the hands of a mighty Hero. Before you can properly begin tackling its challenge, however, you need to make one first attempt at dislodging the sword.



QUEST START

The Sword in the Stone

Summary: The sword of Huw the Giant has been stuck fast in the rock of Witchwood for decades. Can you remove it?

Money Reward: 100 **Renown Reward:** 100

If all your Strength Attributes are maxed out (which is highly unlikely at this point), the Harbinger can be extracted immediately. If not, the game records your current stats and demands that you make some Attribute improvements before the sword is yours. Specifically, your Physique Attribute must be increased by 5, your Toughness Attribute by 3, and your Health Attribute by 2. Don't worry if you don't have that many slots left to fill—maxed-out Attributes count, too. It might sound like a lot of effort for a single sword—but the Harbinger's high damage rating makes it a valuable tool in battle.

NOTE

After each unsuccessful attempt, chat to the crowd for hints on the Attributes that still need improving. If it's Physique you're lacking, the locals suggest you get "more fresh air and exercise." Meanwhile, if your Health is too low, expect to be told to come back when you're more fit. Finally, being told you're "not tough enough" means you need to increase your Toughness, unsurprisingly.

QUEST COMPLETED

The Sword in the Stone

ACHIEVEMENT

ARTHUR OR ROBIN?

Still undecided if buffing up is worth the effort? Then consider this: if you free the Harbinger from its rocky tomb, there's another Achievement in it for you. Heroes that value Skill over Strength, however, can also lay claim to the Arthur or Robin Achievement by besting Knothole Glade's Archery Competition a little later.

The Temple Of Avo

Heroes in need of spiritual enlightenment should speak with the Temple of Avo's holy order—you can find them swanning about in a daze of serenity inside. If you, too, seek the blessing of Avo, then, as the old saying goes, Good things come to those who donate....

QUEST START

Temple of Light

Summary: Visit the Temple of Light in Witchwood to contact the god Avo.

Money Reward: 100 **Renown Reward:** 100

As you've probably surmised, the Temple of Avo is the Good equivalent of Darkwood's Chapel of Skorm. However, rather than demanding souls, the great god Avo prefers his offerings in the form of cold, hard cash. Each donation rewards Good points, with Evil characters receiving more for their contributions than pious Heroes. Significant donations, meanwhile, grant the benefactor with the gift of youth (knocking between four and ten years off your age), the Paladin title, and, finally, the Legendary Greatmace, Sentinus. This latter prize is especially coveted—its high damage and Silver Augmentation prove particularly effective against the area's Balverine population.

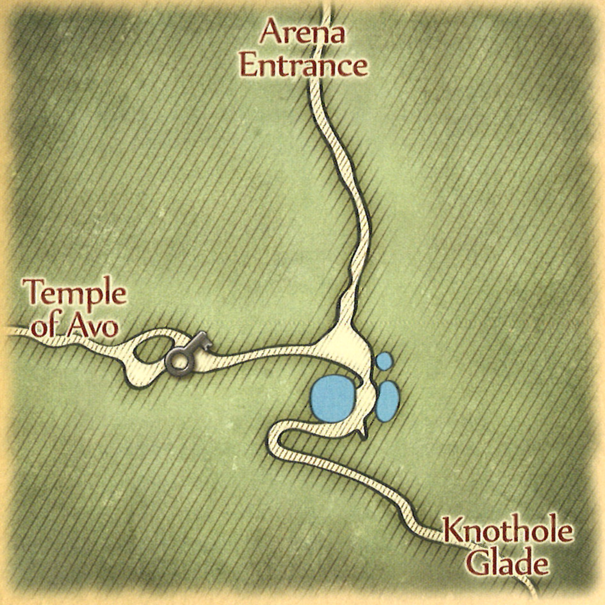
TIP

Fully Evil or part-Evil Heroes need only donate between 35,000 and 40,000 Gold to receive the Sentinus. Good characters, however, must contribute a single, whopping donation of 300,000 Gold. Hardly seems fair, does it? If you're a Good character looking to score it cheap, follow the steps to receive Skorm's Bow over in Darkwood. That should swing your Alignment in no time.

NOTE

Donating 100,000 Gold to the Temple of Avo unlocks the Choosing My Religion Achievement, if you didn't get it earlier through more sinister means, back at the Chapel of Skorm.

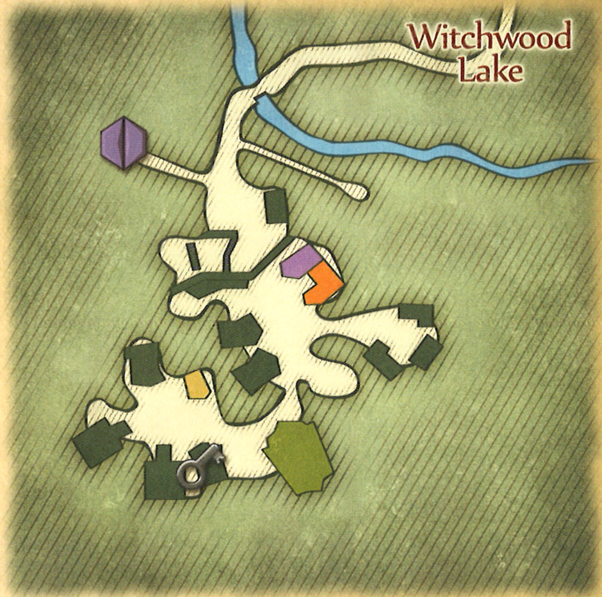
Witchwood Lake



When you arrive at Witchwood Lake for the first time, you should find it mercifully free of enemies. You might as well make the most of the calm and pick the area clean before moving on. There's a Power Moustache card in the barrels dead ahead, alongside a few other handy items elsewhere.

As you continue along the path, there's a glowing red gargoyle statue to one side—dig at its base to earn another Silver Key. Next, make your way to the largest body of water in the area and fish for a Will Master's Elixir. Finally, there's a Flame Augmentation in the chest across the pond directly behind you. When you're done, take the south-eastern path to Knothole Glade, where a Hero of your calibre is urgently required.

Knothole Glade



QUEST START

White Balverine

Summary: Kill the Balverines outside Knothole Glade gates.
Money Reward: 6,200 **Renown Reward:** 800

There's plenty to do in Knothole Glade but, first, you need to dispatch the Balverines marauding outside. Once they've all been destroyed, the village gates open and you're free to head in. There's still danger afoot, though—a fearsome White Balverine has broken through Knothole Glade's defences and the village Chief wants you to deal with it. Locate the beast using the Gold Quest Marker on your mini-map and lay on some damage.

TIP

As the White Balverine is effectively invincible at this point, you might prefer to hang back and attack it from afar, using the Ranged weapon of your choice. At the very least, you can save yourself from pointless injury.

When the White Balverine makes a run for it, visit the south-western end of the village and prepare for a second encounter. After you land ten blows, it scarpers back into the depths once more—just as its (ex-) wife approaches. Accept her gift of the Silver Augmentation and be ready to do battle again. Attach the Augmentation to your preferred weapon then get stuck in. Smack it around five times then head to Witchwood Lake to finish it off for good.

This powerful Balverine is considered the leader of the pack by Knothole Glade locals and, after you've dished out some more damage, it summons its Balverine minions into the fray. If you're on a roll and want to lay waste to your main target first, feel free—just bring down the remaining Balverines when you're done. If you don't fancy having to face a whole bunch of Balverines at the end of the fight, however, you can always pause to pick them off each time they're summoned.

TIP

Use the Slow Time Spell to make the White Balverine's lightning-fast attacks a little easier to handle. You can also cast the Ghost Swords Spell here, as it's great for distracting lesser foes while you focus on your main target.

Once the White Balverine has howled its last howl, you receive the White Balverine Head Trophy in recognition of your efforts. Return to Knothole Glade and speak with the Chief to end your quest, picking up Theresa's Letter and the portentous tome "The Bloodline" as an additional reward. Have a read of both when you get a moment—books are cool!

QUEST COMPLETED
White Balverine

ACHIEVEMENT

25

UNDER A FULL MOON

Good going, Hero. You've basically just murdered a dog. Still, before the guilt eats you up completely, have another Achievement. Not that you deserve it.

There's another quest waiting for you back at the Heroes' Guild now, but it's worth exploring more of Knothole Glade before returning. Those Heroes with a hankering for body art should visit the tattoo parlour, while competitive adventurers can test their skills in another tavern mini-game—or take on the final Fist Fighters challenge. Meanwhile, there's a Silver Key to be found in the dirt alongside the house for sale in the south-west: 1,000 Gold in a chest at the Blacksmith, plus a Ruby and some Chainmail Boots in two occupied homes. Fans of fast-travel should also rejoice at the sight of a brand-new Cullis Gate just outside the village.

ACHIEVEMENT

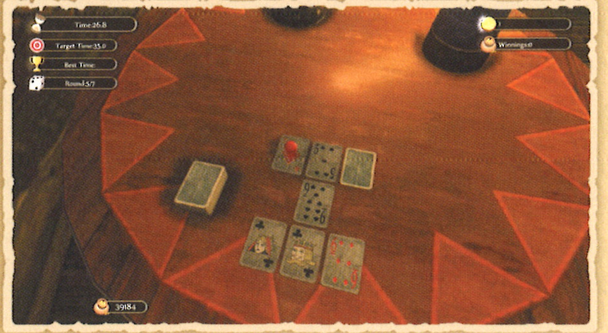
5

THE ULTIMATE WARRIOR

Seeing as there's a conveniently placed tattooist in the Knothole Glade area, now might be a good time to score the Ultimate Warrior Achievement. Simply get a brand-new beard and haircut at the barbershop of your choice, then slap on a bit of ink to complete the look. Talk about dashing!

Card Sorting at the Tavern

There's another mini-game to be played at the Knothole Glade tavern. All you need do is flip each card in order, from lowest to highest—ace, incidentally, is low here. There's a hellishly strict time limit, however, so you might want to cast Slow Time before playing to make things easier—particularly if you hope to finish in 25 seconds or under and win the Scarlet Robe Hero Doll.



Fist Fighters Gang ~ Finals

If you've completed all three previous Fist Fighter challenges, you're free to participate in the fourth and final contest in Knothole Glade. Visit the ring in the east at night and speak with the Chief to enter—it'll cost you the usual 50 Gold. This time, there are seven rounds to beat and your opponents can land some devastating blows. As usual, block, dodge, and Flourish as much as possible—and consider boosting your Physique and Toughness Attributes beforehand, too. Your final opponent is the Chief himself and he's a fearsome fighter. He has around 1,000 health points to his name and a killer punch—so powerful, in fact, that you can only withstand a single blow. Complete the challenge to be crowned champion and earn the coveted Fist Fighters Trophy.

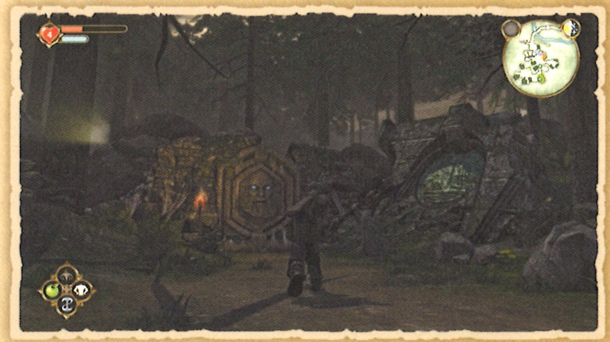
NOTE

If you didn't already win top prize in the Chicken Kicking Contest back in Oakvale, completing the fourth and final Fist Fighters Gang challenge earns you the Fight Cluck Achievement.

Knothole Glade Demon Door

"If you can hurt my face with an arrow, I'll crack wide open for you."

This door will gladly swing open if you shoot it hard enough with a Spell or Ranged weapon. You shouldn't have much trouble if you already own a Longbow or Crossbow of Ebony quality or higher—and it's also possible to complete the challenge using an Oak-quality weapon if you've secured the Multi Arrow Spell or increased your Accuracy Attribute to Level 5. Alternatively, sling a Level 2 Fireball at the door's face if you're feeling magical. Once successful, enter the Hidden Copse to claim an Elixir of Life as your reward.



Shopping in Knothole Glade

CLOTHING

HEAD	VALUE
Chainmail Helmet	742
Dark Chainmail Helmet	780

HANDS	VALUE
Chainmail Gauntlets	742
Dark Chainmail Gauntlets	770
Dark Dress Gloves	14
Dark Plate Gauntlets	2,020
Dark Villager Gloves	24
Dark Will User's Gloves	155
Plate Gauntlets	1,980
Villager Gloves	21

TORSO	VALUE
Chainmail Shirt	2,967
Dark Chainmail Shirt	3,050
Dark Plate Chest Piece	8,010
Dark Upper Dress	54
Dark Villager Shirt	92
Dark Will User's Upper Robe	630
Plate Chest Piece	7,920
Villager Shirt	84

LEGS	VALUE
Bright Plate Leggings	7,040
Chainmail Leggings	2,596
Dark Chainmail Leggings	2,620
Dark Lower Dress	48
Dark Plate Leggings	7,020
Dark Villager Trousers	80
Dark Will User's Lower Robe	530
Guard Trousers	366
Plate Leggings	6,930
Villager Trousers	74

FEET	VALUE
Bright Plate Boots	1,025
Chainmail Boots	371
Dark Chainmail Boots	390
Dark Plate Boots	1,020
Dark Villager Boots	12
Dark Will User's Boots	80
Plate Boots	990
Villager Boots	11

WEAPONS

MELEE	VALUE
Master Axe	17,438
Master Greataxe	27,900
Master Greatsword	33,131
Master Katana	22,669
Master Longsword	20,925
Master Mace	15,694
Master Pickhammer	13,950
Obsidian Axe	1,950
Obsidian Cleaver	2,145
Obsidian Greataxe	3,120
Obsidian Greathammer	3,510
Obsidian Greatmace	3,315
Obsidian Greatsword	3,705
Obsidian Katana	2,535
Obsidian Longsword	2,340
Obsidian Mace	1,755
Obsidian Pickhammer	1,560
RANGED	**VALUE**
Ebony Crossbow	2,100
Ebony Longbow	1,820
Master Crossbow	25,600
Master Longbow	23,040
OTHER	**VALUE**
Flame Augmentation	1,450
Lightning Augmentation	1,550
Sharpening Augmentation	2,600

ITEMS

POTIONS	VALUE
Health Potion	80
Resurrection Phial	500
Will Potion	70
GIFTS	**VALUE**
Chocolates	10
Diamond	800
Fake Wedding Ring	200
Perfume	120
Red Rose	20
Ruby	600
Wedding Ring	900
PRODUCE	**VALUE**
Apple Pie	15
Beer Keg	46
Carrot	6
Crunchy Chick	35
Fish	12
Grain Sack	25
Red Meat	14
Tofu	40
OTHER	**VALUE**
"The Ugly Guide"	200
Spade	200

WANTED

WANTED	VALUE
Apple Pie	15
Cider Crate	52
Fish	12
Fish	18
Green Apple	4
Wedding Ring	900

The Arena Contest

Once you've exhausted the delights of Knothole Glade, return to the Heroes' Guild, spend your Experience, and collect your next main story quest—The Arena. Be aware that the Slow Time and Multi Arrow Spells are especially useful during the challenges ahead, so consider acquiring them if you haven't already.

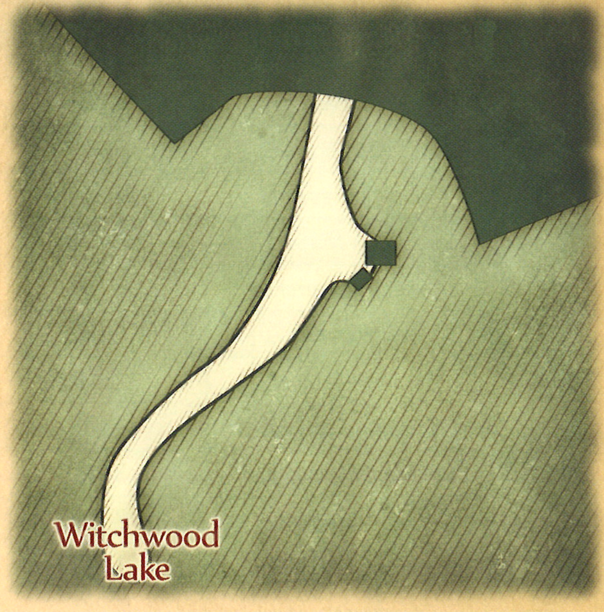
The Arena ~ Boasts

Given that you're about to go through eight rounds of increasingly tough combat, only the most fearless Heroes should attempt No Protection or Without a Scratch Boasts in the Arena. However, Evil characters should definitely select Clean Sweep, while Good 'uns should go for Merciful Hero.

BOASTS	CRITERIA	WAGER	REWARD
Clean Sweep	Show no mercy; kill all you face.	1,000	2,000
Merciful Hero	Have mercy on foes when possible.	1,000	2,000
No Protection	Do the quest naked.	500	4,000
Without a Scratch	Take no damage.	400	10,000

Once you're all set, teleport back to Knothole Glade and make your way to Witchwood Lake. The Arena lies over the bridge to the north, so off you pop.

Arena Entrance



There's not much to see at the Arena Entrance area besides a Title Vendor. He's got five new titles for sale—most of which are considerably more fearsome than Arseface. By all means, select something appropriate for a soon-to-be-crowned Arena champion before continuing.

TITLE	VALUE
Arrowdodger	150
Deathbringer	350
Gladiator	500
Pilgrim	160
Reaper	250

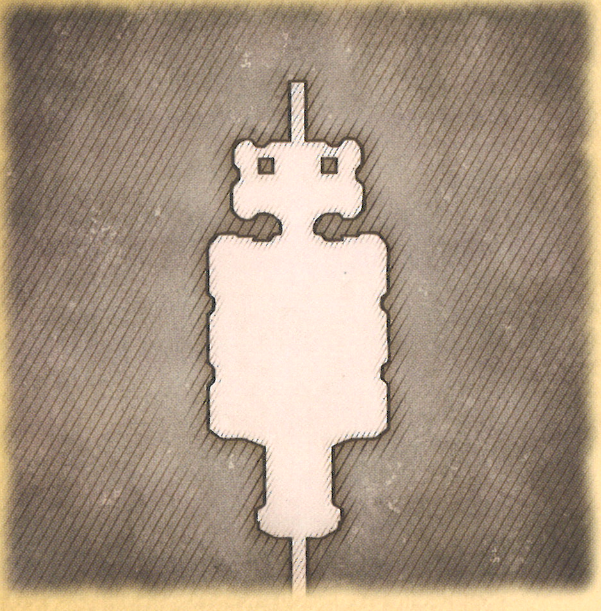
QUEST START

The Arena

Summary: Earn Gold and Renown participating in rounds of combat at the arena.

Money Reward: 0 **Renown Reward:** 2,000

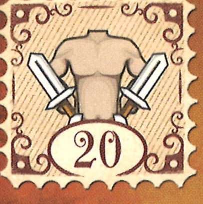
Arena Preparation Area



After your orientation, you have a few minutes of downtime before your name is called to enter the Arena. There's a Blackjack table nearby, if you want to unwind—but you're better off stocking up on supplies, ensuring that you're suitably equipped for the challenges ahead.

There are a few things to note about the Arena battle: your cash prize steadily increases with each round—earning you a whopping 28,600 Gold if you don't return to the Arena Preparation Area between fights. If you're aiming for the entire amount, purchase plenty of Potions beforehand—although skilled fighters can earn additional healing items by killing foes quickly and keeping the crowd happy during combat. Once your name has been called, speak with the Guard to the north. Your public awaits!

ACHIEVEMENT



ARE YOU NOT ENTERTAINED?!

So you're not bothered about all that Gold, eh? What about an Achievement? If you manage to get through all eight rounds without popping back to the Arena Preparation Area once, the Are You Not Entertained Achievement is your thoroughly deserved prize.

Shopping at the Arena Preparation Area

Prices are a little steep in the Preparation Area shop, but its convenience is worth the few extra Gold. You can purchase the Thunder Hero Doll here (needed to complete the Collect the Hero Dolls quest), alongside the entire Bright Plate Mail outfit required to open the Abandoned Road Demon Door.

CLOTHING

HEAD	VALUE
Bright Chainmail Helmet	790
Dark Chainmail Helmet	780
HANDS	**VALUE**
Bright Chainmail Gauntlets	780
Bright Plate Gauntlets	2,040
Dark Chainmail Gauntlets	770
Dark Plate Gauntlets	2,020
Leather Gauntlets	127
Plate Gauntlets	1,980
TORSO	**VALUE**
Bright Chainmail Shirt	3,070
Bright Plate Chest Piece	8,050
Dark Chainmail Shirt	3,050
Dark Plate Chest Piece	8,010
Leather Chest Piece	507
Plate Chest Piece	7,920
LEGS	**VALUE**
Bright Chainmail Leggings	2,650
Bright Plate Leggings	7,040
Dark Chainmail Leggings	2,620
Dark Plate Leggings	7,020
Leather Leggings	443
Plate Leggings	6,930
FEET	**VALUE**
Bright Chainmail Boots	1,025
Bright Plate Boots	990
Dark Chainmail Boots	80
Dark Plate Boots	12
Leather Boots	1,020
Plate Boots	11

WEAPONS

MELEE	VALUE
Master Axe	17,438
Master Cleaver	19,181
Master Greataxe	27,900
Master Greathammer	31,388
Master Katana	22,669
Master Mace	15,694
Obsidian Axe	1,950
Obsidian Greatsword	3,705
Obsidian Katana	2,535
Obsidian Longsword	2,340
Steel Greathammer	675
Steel Katana	488
Steel Longsword	450
Steel Pickhammer	300
RANGED	**VALUE**
Ebony Crossbow	2,100
Ebony Longbow	1,820
Master Crossbow	25,600
Master Longbow	23,040
Oak Longbow	450
OTHER	**VALUE**
Piercing Augmentation	2,100
Sharpening Augmentation	2,600
Silver Augmentation	1,650
Thunder Hero Doll	200

ITEMS

POTIONS	VALUE
Health Potion	80
Resurrection Phial	500
Will Potion	70
PRODUCE	**VALUE**
Carrot	6
Crunchy Chick	35
Fish	12
Red Meat	14

WANTED

WANTED	VALUE
Elixir of Life	2,600

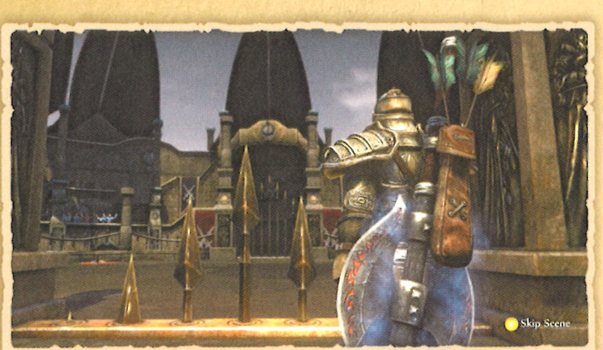
The Arena Battle

ROUND 1

This early warm-up round consists of four waves of Wasps. You can hack them up with ease, earning yourself 100 Gold in the process.

NOTE

Watch out for the spikes and blades dotted around the Arena's perimeter—they can rob you of precious health in no time. On the plus side, you can do serious damage to your opponents by knocking them into traps.



ROUND 2

This time, you're up against a small army of Hobbes. Try and deal with the annoying Spellcasters first and use your area-of-effect Spells to hold back the tide. Your reward for completing this round is 500 Gold.

ROUND 3

From this point on, you have some assistance in the form of your old friend Whisper. That's just as well; this fight against White and normal Balverines can be quite the challenge. Remember that weapons with Silver Augmentations are particularly effective against Balverines, while the Slow Time Spell is a blessing against their lightning-fast attacks. You get 1,000 Gold for your victory here.

ROUND 4

Next, you're up against a new enemy—the Undead. Some of the larger Undead variants can pack quite a punch and have a wide area of reach as they whirl around. That said, they're pretty weak and slow moving, making this fight fairly easy unless you muck up spectacularly. Ranged Heroes can rejoice, too, as the Undeads' shambling gait makes them easy to pick off from afar. 2,000 Gold is your reward for completing this round.

ROUND 5

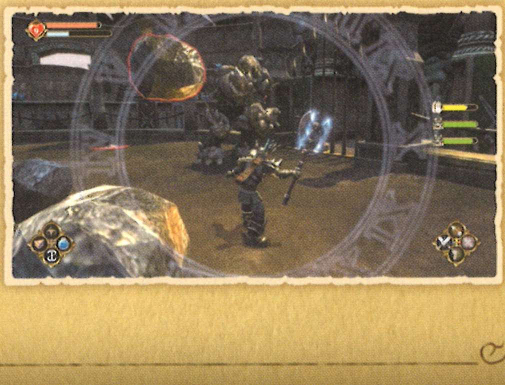
It's Bandit time! You should find the early waves simple enough to deal with if you're flexing your Melee credentials—just ensure you deal with any Ranged enemies first. The Assassins that appear toward the end of the round are masters of blocking—so Flourishes, Ranged attacks, and a sprinkling of magic work well here. Don't forget to use crowd-control Spells like Battle Charge, too, when you're surrounded. Once the fight is over, a prize of 3,000 Gold is yours.

ROUND 6

Next, it's the turn of the Earth Trolls—two of the buggers, no less. Use Multi Arrow and fully charged shots to make short work of the first Troll then move on to the next, using Slow Time to ease your potential pain. Clear this round to receive a deliciously generous 4,000 Gold.

TIP

Try positioning yourself so that one Troll stands directly between you and the other. Any rocks that rain in from the Troll in the distance do significant amounts of damage to its partner. If you want to claim the Experience, though, be sure to move and land the killing blow yourself.

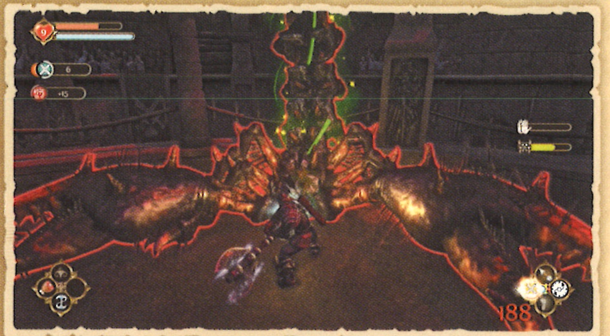


ROUND 7

Use exactly the same tactics again to deal with the Rock Trolls in this round, singling them out one at a time with a barrage of fully charged Multi Arrows while Slow Time is activated. Alternatively, slam back their boulders with a Melee strike, dealing a massive 450 damage in the process. At the end of this round, 8,000 Gold is yours for the taking.

ROUND 8: ARACHANOX

This huge beast might look formidable, but it's a bit of a pushover if you know what you're doing. Hang back at first, keeping your distance and firing off a few Multi Arrows or Spells to do some preliminary damage. As soon as it spreads its claws and begins to glow green, cast Slow Time, dash up, and pound it repeatedly in the eye. After a few seconds, Arachanox slams its tail into the ground, giving you a few more moments to pile on the blows. Repeat this tactic and, eventually, Arachanox burrows beneath the earth. Deal with its Scorpion minions then prepare for its re-emergence. A couple more repeats and it's history.



BONUS ROUND: WHISPER

A twist! Jack of Blades makes his triumphant return to Albion with one last proposal—a fight to the death between our victorious Heroes. That means you're up against Whisper now, and, mercifully, she only takes a few hits to subdue. However, she's a master blocker and a nimble fighter—dodge round the back and Flourish to deal damage, using Slow Time to keep her in your sights. Ranged weapons are pretty much useless here, so Melee attacks are the way forward.

NOTE

You have another chance to unlock the As Quiet as a Whisper Achievement here, if you didn't already get it back at Orchard Farm or during Guild Training. Just make sure you don't take any damage during battle!

When Whisper falls, you have one last decision to make. Black-hearted characters can kill her, receiving a slew of Evil points, plus a bonus 10,000 Gold from Jack of Blades. Good characters, meanwhile, should simply make their way to the Arena exit, leaving her to the baying crowd. Whatever your choice, expect the Champion's Seal and King Scorpion Sting Trophies as a reward.

QUEST COMPLETED

The Arena

ACHIEVEMENT

25

GLADIATOR, READY!

You've survived the toughest contest in all of Albion, Hero, and your fame has spread throughout the land. While you're waiting for your groupies to show up, however, why not enjoy your brand-new Achievement?

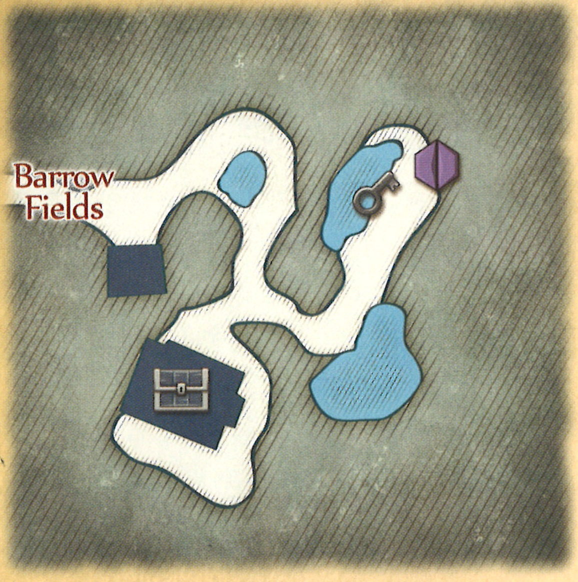
Back outside the Arena, you receive a summons to meet your sister at Grey House, just east of Barrow Fields. It's a mere warp and a jog away, so head on over, as soon as you've tired of the adulation from your new-found fans.

QUEST START

Finding Theresa Again

Summary: Meet Theresa outside the Grey House.
Money Reward: 0 **Renown Reward:** 0

Grey House



Theresa meets you outside the gloomy childhood home of Lady Grey—Mayor of Bowerstone North—immediately upon your arrival. With Albion starting to reveal its darkest secrets, Theresa takes her leave—noting that a new quest awaits back at the Heroes' Guild.

QUEST COMPLETED

Finding Theresa Again

However, there are a few things to do around Grey House before you embark on your next story quest. Enter Grey House itself and a grandfather clock chimes the hour, summoning a horde of Undead opponents. They're slow, weak enemies, however, and shouldn't pose too much of a threat.

After the battle, rummage around the ground floor to find an intriguing Dusty Notebook, a Tallin Clan Leg Tattoo, a Ruby, and an Ages of Skill Potion. Upstairs, there's an Ages of Will Potion, a Normal Beard card, and a 10-Key Silver Key Chest containing a Sharpening Augmentation.

Head outside again then traipse round the back of the house to explore its equally miserable garden. There's a Tallin Clan Arm Tattoo card stuffed into the scarecrow propped against the wall, and, now that you've exorcised the Undead hordes inside, a Deathlicon Tattoo waiting to be exhumed in the left-most grave.

Finally, make your way to the end of the path in the north-east. There are two giggling Water Nymphs here that you should deal with as soon as possible. Lock on to each in turn and use charged Spells or Ranged attacks to bring them down quickly. Intermittently, they summon Hobbe minions to do their dirty work, so try not to get overwhelmed.

Once the area is clear, chat to the Demon Door nearby. You won't be able to meet its demands just yet, so fish up the Silver Key in the pond opposite then teleport back to the Heroes' Guild, where your next adventure awaits.

Grey House Demon Door

"Single men not allowed. You need a ball and chain. A posh one with a title."

This particularly picky door refuses to open for any but the man married to a "posh wife with a title." Of course, only one woman in the whole of Albion fits that bill—Lady Grey herself. To get hitched, you need to complete the imminent Mayor's Invitation quest, granting you access to the Lost Garden and the Legendary Ronok the Axe inside. Be warned, though; if you choose to expose Lady Grey in the Investigate the Mayor quest, your entry is forever denied.

Further Adventures in Albion

Back at the Heroes' Guild, your first task should be to spend all that lovely Experience you earned in the Arena. When you're done, investigate the Map Table and peruse the Rescue the Archaeologist main story quest, plus the Lost Trader and Break the Siege quests. Take the two Silver Quests then make your way to Orchard Farm again—there's another bit of business you should attend to here. Once you've arrived, speak to Isiah outside the farmhouse to get things underway.

BREAK THE SIEGE—BOASTS

BOASTS	CRITERIA	WAGER	REWARD
Fist Fighter	Use no weapons or offensive magic.	400	1,900
Kill Leader	Kill the Bandit siege leader.	500	1,200
No Protection	Do the quest naked.	500	1,300
Solo Mission	Do without assistance from Guards.	800	1,600
Without a Scratch	Take no damage.	400	1,800

Ghost Granny Necklace

QUEST START

Ghost Granny Necklace

Summary: Help the ghost of an old woman get her heirloom back and return it to the family.

Money Reward: 500 **Renown Reward:** 200

It seems Orchard Farm is in the midst of a haunting. As soon as you've accepted the quest, head down the path that runs north-west along the side of the farmhouse and speak to the spectral old lady there. In order to retrieve the heirloom, make your way west to Greatwood Lake. There's a lone Bandit loitering by the broken bridge to the north—kill him, collect your spoils, then hand Isiah the necklace back at Orchard Farm.

QUEST COMPLETED

Ghost Granny Necklace

The Lost Trader

Your next task is to warp to Oakvale then slowly wind your way along the Clifftop Path until you reach the Abandoned Road. Once there, you meet a Trader in dire need of assistance.

QUEST START

Lost Trader

Summary: Find the stranded Trader.

Money Reward: 2,600 **Renown Reward:** 150

First, follow the Trader along the path until he refuses to go any farther. After that, continue forward without him, bringing down any Bandits that get in your way. The Trader's brother stands cowering at the far end of the road and, once you've talked to him, another wave of Bandits appears. If you're feeling cautious, command the Trader to Wait then run ahead to clear out every remaining enemy. Finally, go back, command him to Follow, and return to the east. Alternatively, just dash on into the fray and hope for the best. Your reward for this particular endeavour is the extraordinarily long-awaited Treasure Clue 2. Good work.

NOTE

If you haven't already done so, now's the perfect time to put that Bright Plate Mail outfit to use and open the Demon Door in the west of the area. By now, you should have everything you need to enter the Bitter Shrine and snag the Legendary Dollmaster's Mace inside.

QUEST COMPLETED

Lost Trader

Break the Siege

Now that you've collected the Break the Siege quest, a few new treats await in Knothole Glade—so teleport on over when you're ready. It seems the locals have captured themselves a Bandit Leader, and, needless to say, hilarity ensues.

QUEST START

Break the Siege

Summary: Go to Knothole Glade and speak with the Bandit Siege Leader.
Money Reward: 5,000 **Renown Reward:** 450

Inside Knothole Glade, the village Chief is less than ready to hand his hostage back. Before you go talk to the Guard by the gate, head south toward the tavern and scout out the Bandit Leader's location nearby—it's helpful to understand the lay of the land before launching into action here. When you're ready, speak to the Guard and prepare for the Bandit onslaught.

Your task is to maim each Bandit as it approaches the village gates. Heavy Melee weapons that pack a decent punch are especially handy here, and Will users can make the most of any Spell with a knock-down effect, such as Fireball, Enflame, or Force Push. Be warned, though; if a Bandit slips through your net and makes it to the south of the village, the Bandit Leader is freed and begins to worm his way to the exit. You need to defeat every Bandit beyond the gate before he manages to escape—as such, Slow Time can be a real boon in this battle. Once peace is restored, victory is yours.

QUEST COMPLETED

Break the Siege

After completing Break the Siege, leave the area and return immediately. You're now a marked man, and, from this point on, Assassins attempt to ambush you in certain locations around Albion. Stay alert!

QUEST START

Assassin Attacks

Summary: Be wary of those who covet your fame. However, such people may carry valuable or useful items.
Money Reward: 100 **Renown Reward:** 100

As you make your way back toward the village gates in Knothole Glade, an Assassin charges from a concealed path in the south-east. Deal with him as you would any Assassin—receiving the somewhat flattering, but mostly creepy, Doll of You as a reward. Prepare to be accosted again at the Witchwood Cullis Gate and at upcoming areas: Windmill Hill, the Prison Path, and Hook Coast. On the plus side, the treats you earn for each successful slaughter include a Jet stone, the book "Eyes of a Killer," some Potions, and 100 Gold. Silver linings, right?

Archery Competition

It appears that some enterprising soul has assembled the Knothole Glade archery range while you were otherwise engaged. You can find it right outside the village gates and it costs a paltry 10 Gold to enter.

QUEST START

Archery Competition

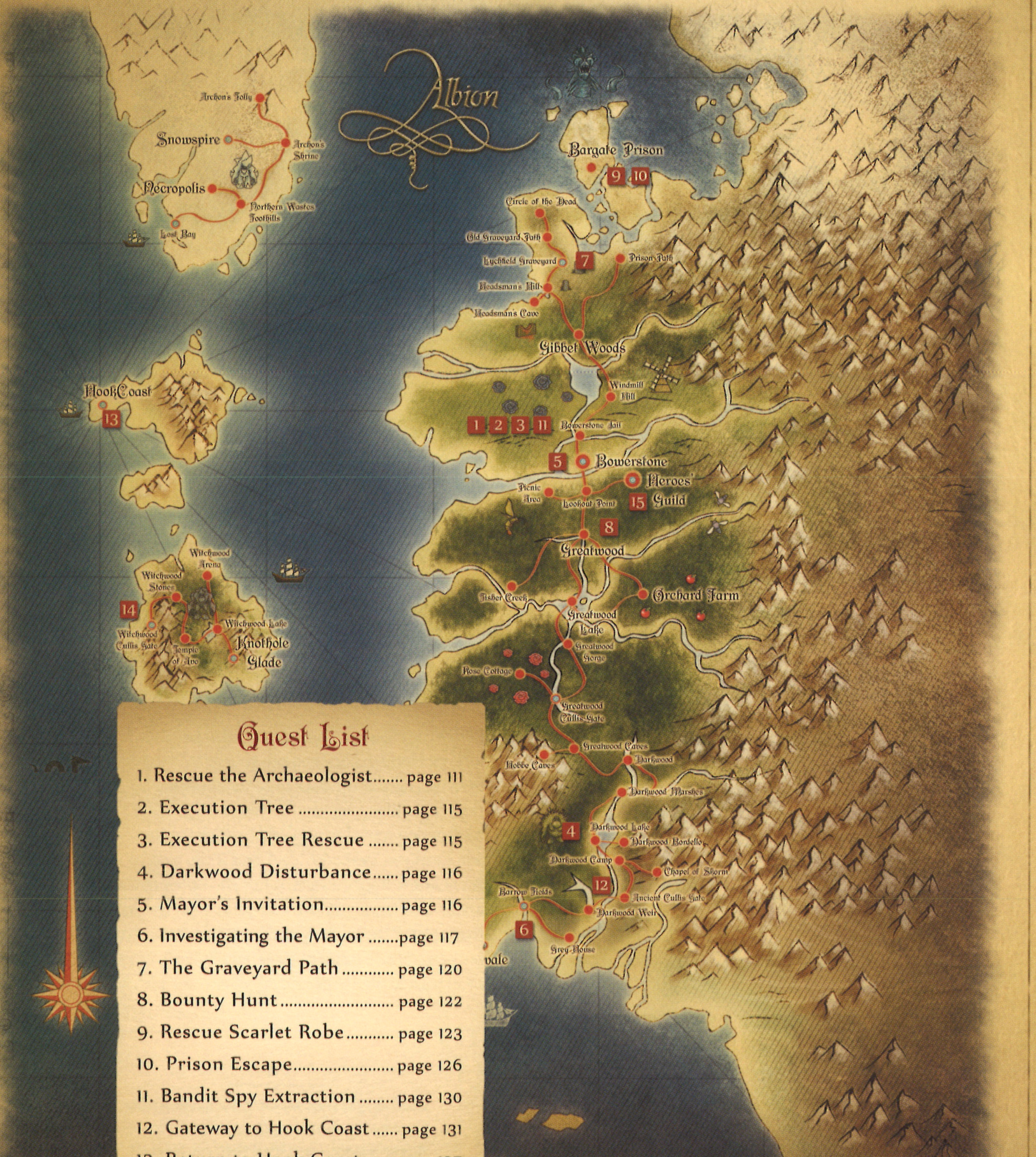
Summary: Test your bow skills in the Knothole Glade archery competition.
Money Reward: 100 **Renown Reward:** 100

Before the competition begins, quickly switch to first-person view for improved accuracy and aim your fully charged shots at the dummies right at the back to guarantee some big points. To win the competition, you need to beat the high score set all the way back during your Heroes' Guild Archery training. One successful win earns you Treasure Clue 4, and, if you beat your new record, a Silver Arrow Trophy awaits. Alternatively, Evil characters can simply about-face, launch an arrow at the competition master's head, then snag all the prizes from his startled-looking corpse—but that puts an end to the competition permanently. When you're done, head back to the Heroes' Guild, where new wonders await.

TIP

Don't forget that winning the Silver Arrow Trophy also earns you the Arthur or Robin Achievement—provided that you haven't already freed the Harbinger from its resting place back at the Temple of Avo.

Chapter 3.5 ~ Walkthrough: Windmill Hill to Hook Coast


Albion
Archon's Folly
Snowspire
Archon's Shrine
Necropolis
Northern Wastes Foothills
Lost Bay
Bargate Prison
9
10
Circle of the Dead
Old Graveyard Path
Lychfield Graveyard
7
Prison Path
Headsman's Hill
Headsman's Cave
Gibbet Woods
Windmill Hill
HookCoast
13
1
2
3
11
Bowerstone Jail
5
Bowerstone
Heroes' Guild
15
Picnic Area
Lookout Point
8
Greatwood
Witchwood Arena
Witchwood Stones
14
Witchwood Lake
Witchwood Cullis Gate
Temple of Avo
Knothole Glade
Fisher Creek
Orchard Farm
Greatwood Lake
Greatwood Gorge
Rose Cottage
Greatwood Cullis Gate
Greatwood Caves
Hobbe Caves
Darkwood
Darkwood Marshes
4
Darkwood Lake
Darkwood Bordello
Darkwood Camp
Chapel of Skorm
12
Barrow Fields
Ancient Cullis Gate
Darkwood Weir
6
Grey House
vale

Quest List

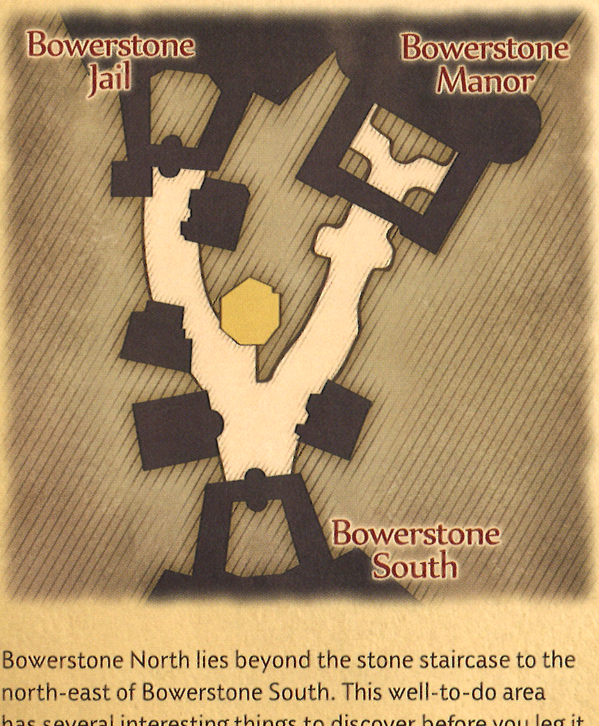
1. Rescue the Archaeologist....... page 111
2. Execution Tree .... page 115
3. Execution Tree Rescue .... page 115
4. Darkwood Disturbance...... page 116
5. Mayor's Invitation................ page 116
6. Investigating the Mayor ....page 117
7. The Graveyard Path .... page 120
8. Bounty Hunt .... page 122
9. Rescue Scarlet Robe........... page 123
10. Prison Escape...................... page 126
11. Bandit Spy Extraction .... page 130
12. Gateway to Hook Coast...... page 131
13. Return to Hook Coast .... page 137
14. Try to Stop Jack of Blades . page 138
15. Battle Jack of Blades .... page 138

If, for some reason, you're not already at the Heroes' Guild—perhaps you skipped a chapter or, more mystifyingly, got here from a different book entirely—make your way there now. Spend your Experience points then swipe the Rescue the Archaeologist quest from the Map Table. Next, we're off to a new part of Bowerstone—but you need to go to the old part first. Guild Seal at the ready!

RESCUE THE ARCHAEOLOGIST ~ BOASTS

BOASTS	CRITERIA	WAGER	REWARD
Fist Fighter	Use no weapons or offensive magic.	1,000	7,000
No Protection	Do the quest naked.	1,000	2,000
Without a Scratch	Take no damage.	1,000	8,000

Bowerstone North



Bowerstone North lies beyond the stone staircase to the north-east of Bowerstone South. This well-to-do area has several interesting things to discover before you leg it over to Bowerstone Jail. One is the item shop, containing a number of unusual items—including the Doll of You and Thunder Hero Doll. Be sure to snag the latter if you missed it at the Arena—you need it to complete the Collect the Hero Dolls quest.

Most interesting of all, though, is the shop's Legendary Solus Greatsword. There are two versions of this weapon in Albion. The first, purchasable here, comes with Flame and Sharpening Augmentations included. The second, available as a gift from Lady Grey (if sufficiently wooed), isn't pre-Augmented, making it arguably more enticing—and unquestionably cheaper. Still, either one is incredibly powerful and more than deserving of a place in your arsenal. Be sure to raid the chest in the back room for 500 Gold, then stock up on Health and Will Potions, ready for your next quest. Once you're done browsing, make your way north-west toward the jail.

NOTE

By heading along the north-eastern path, you can speak to Lady Grey and begin the Mayor's Invitation quest. However, you won't be able to complete it until after the Rescue the Archaeologist quest—so it's best to come back later.

Shopping in Bowerstone North

CLOTHING

HANDS	VALUE
Bright Dress Gloves	15
Dark Dress Gloves	14
Dress Gloves	13
Bright Will User's Gloves	160
TORSO	**VALUE**
Bright Upper Dress	55
Dark Upper Dress	54
Guard Shirt	419
Upper Dress	50
Bright Will User's Upper Robe	640
LEGS	**VALUE**
Bright Lower Dress	50
Dark Lower Dress	48
Lower Dress	44
Bright Will User's Lower Robe	535
FEET	**VALUE**
Bright Will User's Boots	82

WEAPONS

MELEE	VALUE
Master Cleaver	19,181
Master Greatsword	33,131
Master Katana	22,669
Master Longsword	20,925
Master Pickhammer	13,950
Obsidian Katana	2,535
Obsidian Longsword	2,340
Solus Greatsword	69,825
RANGED	**VALUE**
Master Crossbow	25,600
Master Longbow	23,040
OTHER	**VALUE**
Health Augmentation	45,000

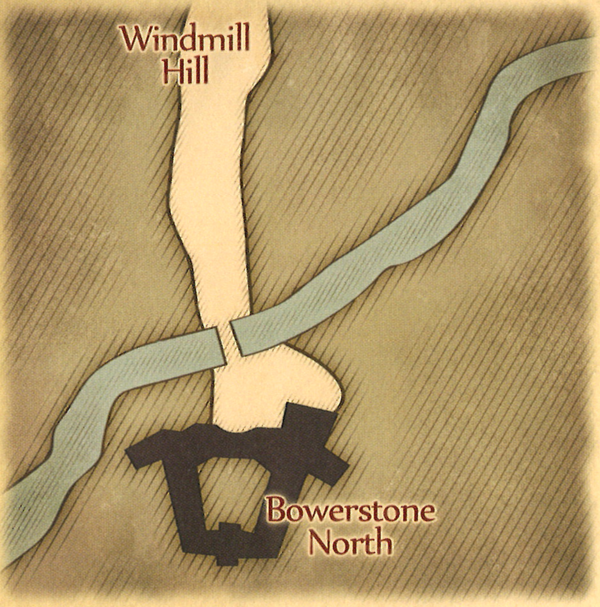
ITEMS

POTIONS	VALUE
Health Potion	80
Resurrection Phial	500
Will Potion	70
GIFTS	**VALUE**
Black Rose	300
Chocolates	10
Diamond	800
Emerald	700
Perfume	120
Red Rose	20
Ruby	600
Sapphire	550
Wedding Ring	900
PRODUCE	**VALUE**
Apple Pie	15
Carrot	6
Fish	12
Fish	18
Flour Sack	35
Green Apple	4
Red Meat	14
Tofu	40
OTHER	**VALUE**
"Making Friends"	200
"The Sock Method"	200
"You Are Not a Bad Person"	200
Doll of You	250
Fishing Rod	50
Thunder Hero Doll	200

WANTED

WANTED	VALUE
Emerald	700
Golden Carrot	160
Jet	450
Sapphire	550
Wedding Ring	900

Bowerstone Jail



QUEST START

Rescue the Archaeologist

Summary: Rescue the archaeologist from Bowerstone Jail.

Money Reward: 7,000 **Renown Reward:** 500

As soon as you enter the area, you discover that, not entirely unsurprisingly, the archaeologist is gone—kidnapped by a group of powerful opponents known as Minions. These demonic creatures move quickly and are master blockers, meaning Melee fighters are in for a rough ride. Never tackle Minions head-on; Flourish with abandon and consider using the Slow Time and Assassin Rush Spells if you're struggling. Ranged fighters have it easier, as Minions are pretty powerless against Multi Arrow attacks. Be careful, though; every Guard you rescue on this quest is a boon in battle—try not to take them out with an indiscriminate arrow.

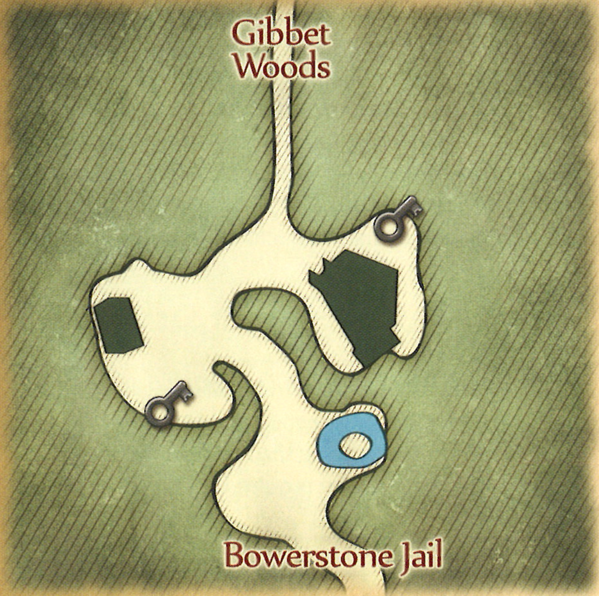
TIP

Guards can be invaluable allies during this quest, so keep them in tip-top condition by using the Heal Life Spell when required.

As you make your way along the path to the north, you encounter two types of Minions—Melee-focused red Wardogs and blue Dreadwings. Always be sure to deal with the blue ones first. Tread carefully—Minions can appear at any time—and swipe the Piercing Augmentation from the chest near the bridge. There's a second chest containing an Ebony Longbow to the right, just before the northern exit. However, approaching it summons another Minion, so be wary. Finally, smash the barrels for a Sheriff Moustache, and, when you're ready, continue on to Windmill Hill.

Y Skip Scene

Windmill Hill



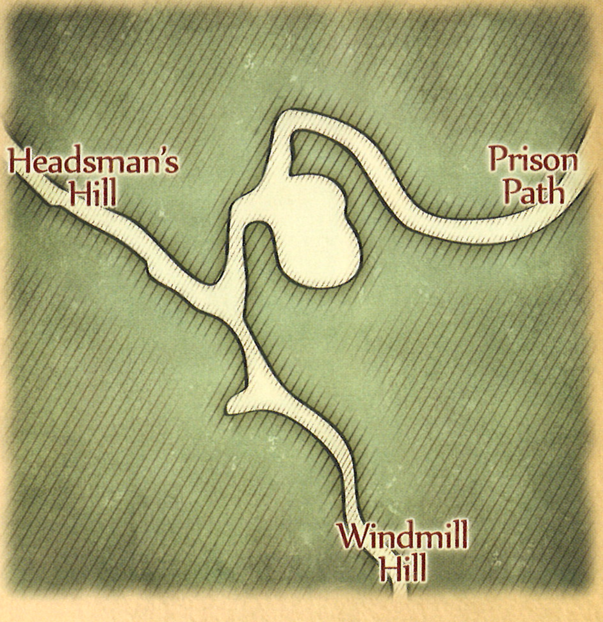
You can't reach Gibbet Woods to the north until you've dealt with the Minion Dreadwing in the area. Track it down using the Gold Quest Marker on your mini-map, dealing with its fellow Minions on the way. Note that crafty Ranged specialists can use the area's plentiful supply of explosive barrels to do extra damage from a distance.

NOTE

There are several items of interest in the Windmill Hill area. However, exploring is a risky business while Minions are still around. You're best off returning once your current quest is complete.

As the path opens out, enter the cottage on the right—saving the Guard here gives you another ally in battle. Back outside, continue up the hill then head east to deal with the Minion Dreadwing near the windmill. Once it's taken care of, you can finally make your way north. Oh, and watch out for the assassin if you had a hit placed on you back at Knothole Glade!

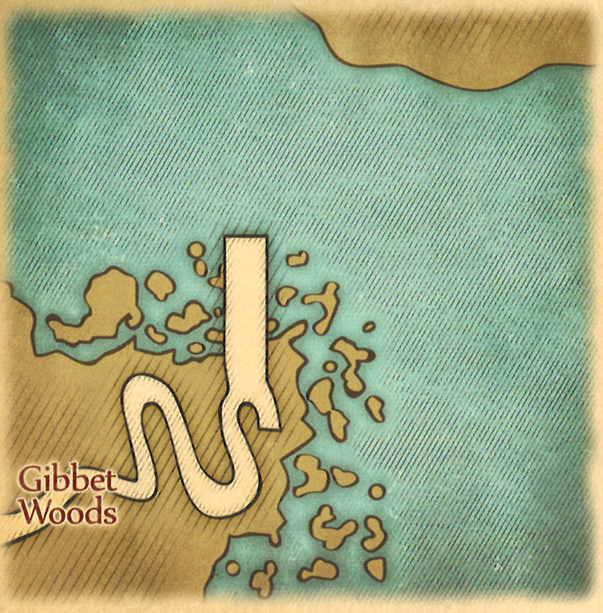
Gibbet Woods



As soon as you enter Gibbet Woods, a Minion Dreadwing conjures up a Rock Troll. Like all previous Troll encounters, Slow Time and Multi Arrow work a treat here—and you can slam back its projectiles, too. What's more, Melee fighters should have a weapon capable of doing serious direct damage to the creature by this point, meaning suitably equipped Heroes can run on in and start hacking away. Watch out for the Troll's ground slam attack, though, and roll backward out of harm's way. Luckily, Guards allies are smart enough to hang back here—but try and avoid luring boulders their way.

As soon as the Troll is out of the picture, press onward and bear right as the road forks in two. Deal with the sudden onslaught of Minions then move into the clearing, where another mysterious Focus Site lies. Help the two Guards to add another few friends to your squad of fearless fighters, then take the road east toward the Prison Path.

Prison Path



As soon as you enter the area, a timer starts ticking down—you've got five minutes exactly to work your way to the dock and rescue the archaeologist. Hopefully, you have a full entourage of Guards to help you out in this challenging task. Unless you've acquired an especially powerful Ranged weapon, Melee attacks are most effective here—use Slow Time to buy yourself a few extra seconds and exploit any situation where a Minion is focussing its wrath on your companions. Be warned that Flourish attacks are risky here, wasting time as you wait for an opponent to return to its feet.

NOTE

Anyone in the midst of the Assassin Attacks quest can enjoy one extra enemy to deal with here. However, it's entirely likely you won't even spot him in the chaotic throng.

Push on down the path, and, eventually, you reach the dock. Here, you're accosted by a whole bunch of Minions and time is of the essence. Use your most powerful Spells (a high level Enflame should do the job nicely) and keep hacking away until victory—and the Minion's Helmet Trophy—is yours.

TIP

It's a little risky but brave Heroes with plenty of Guard allies can try tackling the Prison Path a little differently. Use Slow Time immediately upon entering the area and quickly dash down to the docks, ignoring anything you meet on your way. Next, lay into the Minions standing either side of the archaeologist's cage. Your friends should keep anything behind you off your back, leaving you to focus solely on the Minions in the dock area. It starts to get a little crowded after a while but the beauty of this strategy is that every single Melee swing you take does collateral damage, finishing opponents off much faster.

QUEST COMPLETED

Rescue the Archaeologist

ACHIEVEMENT

A FAMILY FRIEND

Your archaeologist chum is saved from a lifetime of torment at Bargate Prison. A celebration is in order! Sadly, Albion's all out of party poppers so another Achievement will have to do.

With the archaeologist safely recovered, The Graveyard Path quest is now active in your quest log—and three more await back at the Heroes' Guild. However, you should retrace your footsteps first and collect any treasure you missed during the Minion battle. Grab the Silver Augmentation from the chest on the dock then wind back up the Prison Path, smashing barrels to receive various items, including an Emerald and a Resurrection Phial. Next, return to Windmill Hill.

First things first, deal with the new enemy threat in the area and, when all is clear, grab the Trader Style Moustache card from the scarecrow to the south-west. Fish in the pond opposite to hook a Wedding Ring, then check out the flower circle in the field near the farmhouse—there's a Silver Key buried inside.

Next, visit the windmill to the east, smashing any barrels you spot on the way. Deal with the Bandits (and possibly another Assassin) then scramble up the windmill steps and swipe the Resurrection Phial from the chest. There are more barrel-based goodies to be found inside and you can dig up a second Silver Key in the flower ring to the north of the building. Finally, there's a chest containing Treasure Clue 6 along the windmill's eastern side. When you're done, return to the Heroes' Guild where a brand-new batch of quests awaits.

There are three new Silver Quests in total: the mysterious-sounding Darkwood Disturbance, plus the Execution Tree and Execution Tree Rescue quests. You can only select one of these latter two, with Execution Tree being tailored toward Evil Heroes and Execution Tree Rescue designed for saintly sorts. Once your choice is made, it's time to visit Headman's Hill.

EXECUTION TREE ~ BOASTS

BOASTS	CRITERIA	WAGER	REWARD
Fist Fighter	Use no weapons or offensive magic.	500	1,500
No Protection	Do the quest naked.	400	1,000
Protect Guards	Ensure no Guards are killed.	500	1,500
Without a Scratch	Take no damage.	500	1,500

EXECUTION TREE RESCUE ~ BOASTS

BOASTS	CRITERIA	WAGER	REWARD
Fist Fighter	Use no weapons or offensive magic.	500	1,500
No Protection	Do the quest naked.	400	1,000
Protect Bandits	Ensure no Bandits are killed.	500	1,500
Without a Scratch	Take no damage.	500	1,500

DARKWOOD DISTURBANCE ~ BOASTS

BOASTS	CRITERIA	WAGER	REWARD
Briar Rose Not Harmed	Don't let Briar Rose get hurt.	400	2,000
Fist Fighter	Use no weapons or offensive magic.	1,000	6,000
No Protection	Do the quest naked.	200	400
Without a Scratch	Take no damage.	800	4,000

Execution Tree and Execution Tree Rescue Quests

Both quests involve the imminent execution of a notorious Bandit. Good Heroes are tasked with escorting the criminal safely from Bowerstone Jail to Headsman's Hill, while Evil characters must rescue the man before the Executioner's axe falls. Regardless of the quest you chose, make your way to Bowerstone Jail to begin.

QUEST START

Execution Tree

Summary: Bandits are planning on ambushing the Guards taking a criminal from the Jail outside Bowerstone to the Execution Tree. Kill all of the Bandits and stop them from freeing the criminal.

Money Reward: 4,500 **Renown Reward:** 200

Execution Tree

Your first job is to familiarise yourself with the pace of your team—stray too far ahead and both Guards and prisoner stop dead in their tracks. As you move up the hill and around the bend, a Bandit wave attacks. If everyone is distracted, your charge will try and escape—be sure to chase him down quickly.

TIP

Stand in close to Guards and use Heal Life to top up their Health reserves if they start to look a little low.

If either the captive Bandit or your Guard allies are killed in battle, the quest is over—so keep in close at all times. Let the Guards lead the way, ensuring you don't lose each other between areas, and use Slow Time to minimise the amount of damage Bandits can deal before you're able to respond. For obvious reasons, avoid area-of-effect Spells at all costs.

Proceed cautiously along the route through Windmill Hill and head north-west into Headsman's Hill from Gibbet Woods. Once there, defeat the final Bandit influx (don't hurt the Executioner who comes to assist!) and victory will be yours.

QUEST COMPLETED

Execution Tree

QUEST START

Execution Tree Rescue

Summary: Bandits have hired you to rescue someone as he's taken from the Jail outside Bowerstone to the Execution Tree.

Money Reward: 4,600 **Renown Reward:** 200

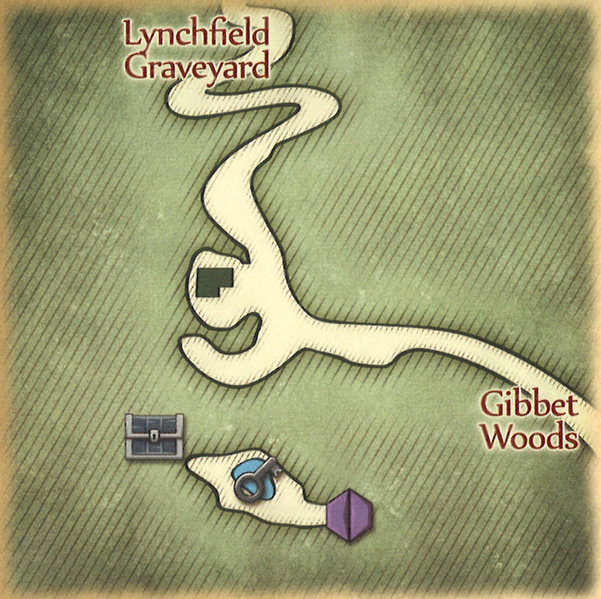
Execution Tree Rescue

In this version of the quest, you have 3 minutes and 45 seconds to make your way from Bowerstone Jail to Headsman's Hill and save your comrade—with some Bandit help, of course. As you thunder toward your goal, Guards spring from the undergrowth in an attempt to thwart your plans. If you haven't taken the Protect Bandits Boast, you can simply ignore enemies and leg it straight to your destination—otherwise, make judicious use of the Slow Time Spell to prevent your opponents from killing your comrades. Once you reach Headsman's Hill, defeat the Executioner to complete your quest.

QUEST COMPLETED

Execution Tree Rescue

Headsman's Hill



Despite your mini-map suggesting otherwise, there's little to see at Headsman's Hill currently. You can raid the chest at the end of the short path leading west for a Flame Augmentation, but that's your lot. All other goodies—a Silver Key, Silver Key Chest, and Demon Door—lie below, in an area that's inaccessible at present. For now, whip out your Guild Seal and teleport over to Barrow Fields. Next, make a dash north for Darkwood Lake to begin the Darkwood Disturbance quest.

QUEST START

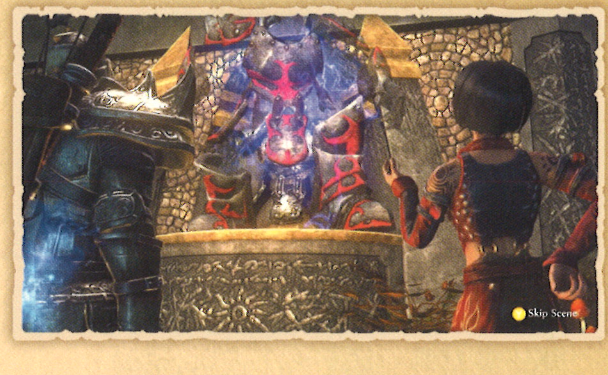
Darkwood Disturbance

Summary: Investigate a disturbance at Darkwood Lake.

Guild Reward: 3,500 **Renown Reward:** 100

Darkwood Disturbance

At the entrance to Darkwood Lake, you're greeted by Briar Rose. You need to escort her to the nearby shrine, keeping her safe from Minion attacks. Enemies attack in groups of two at first, making for a relatively sedate start to the quest. However, things get a little more challenging once you reach the shrine. As Briar Rose begins chanting, a bar appears at the side of the screen; your job is to hold back the enemy forces until it's full.



Melee specialists should stay close to Briar, using Slow Time to make the influx of opponents more manageable. Ranged combatants, meanwhile, can find a great vantage spot near the centre of the lake to lay on some pain. Once the quest is complete, Briar Rose offers her thanks and goes on her merry way. Don't worry, though; you'll see her again soon.

QUEST COMPLETED

Darkwood Disturbance

The Mayor's Invitation

Next, make your way to Bowerstone North, where the formidable Lady Grey awaits your arrival. Head along the north-eastern path and say hello. Mayor Grey's proposal is simple: woo her sufficiently and wedding bells could ring in the not-too-distant future. Be prepared, however; she's not that easy to please.

QUEST START

Mayor's Invitation

Summary: Receive an invitation to the Mayor's office. Encounter the flirty Lady Grey.

Money Reward: 3,500 **Renown Reward:** 100

Before you start your courtship, there are a number of things to consider. Firstly, you can bypass this lengthy quest by speaking to the man currently held in the cell to the north-west. This begins the secondary Investigate the Mayor quest, allowing you to reveal Lady Grey's terrible secret.

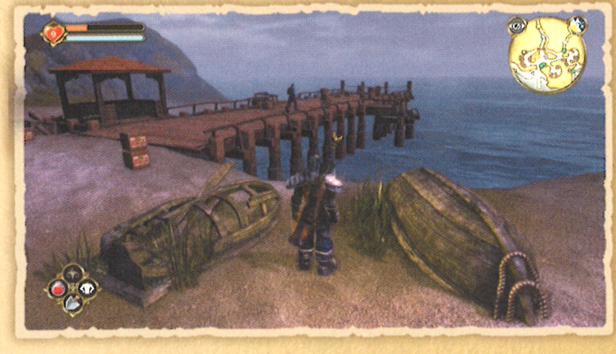
Be aware that several different outcomes and rewards exist, depending on the path you choose. Satisfy Lady Grey's demands in the Mayor's Invitation quest and you can marry her. Alternatively, claim her hand in marriage (much more quickly) by blackmailing her once you discover her secret during Investigate the Mayor. This latter quest also offers you the chance to expose Lady Grey and become Mayor of Bowerstone yourself. Regardless of your decision, you always gain access to Bowerstone Manor and the treasures within. However, only marriage permits you to open the Grey House Demon Door, and access the Silver Key and Silver Key Chest at Headsman's Hill.

Wooing Lady Grey

If your heart is set on marriage, your first task is to find the Mayor a suitable gift. There's a girl near the fountain in the north-west who's just full of great ideas. She suggests that you buy Lady Grey a beautiful—and exceedingly rare—Black Rose, here in Bowerstone North. Once it's in your possession, return to Lady Grey and hand it over. Of course, that's far from the end of your trials—next, you need to show your devotion by purchasing some property. Anywhere will do, but there's a lovely abode available right next door in Bowerstone South—assuming you haven't bought it already. Once the deed is done, speak to the Mayor again.

Next, a Heroic display is required to satisfy the Lady's demands. It seems her necklace has gone missing and she's keen to see it returned. Speak with the woman by the fountain again and she suggests that you talk to the locals. Use the green dots on your mini-map as a guide to their whereabouts, and, eventually, you learn that the necklace was last seen in Oakvale. Take this valuable piece of information back to the Mayor to continue.

Unsurprisingly, Lady Grey flutters her lashes and hints, with little subtlety, that a trip to Oakvale might be in order. Teleport over and make your way to the Memorial Garden in the north-east. Just inside the entrance, two Traders whisper conspiratorially. Unfortunately, you won't get much out of them while they think you're listening in. Sneak round to the other side of the wall behind them and wait for the information you need. The necklace, it transpires, is buried between two boats on Oakvale's western beach. Make your way there and use your Spade to dig it up. With the necklace finally lost no more, return to Bowerstone and give the good Lady that which she desires.



Lady Grey's last request is quite the shocker. It appears that Thunder, Whisper's brother, also seeks her hand in marriage. Who is the worthier suitor? Only a duel to the death can decide....

Investigating the Mayor

Of course, you can save yourself some significant palaver, simply by talking to the man behind bars to the north-west of Bowerstone North. He suspects the good Lady of murder most foul and suggests that you visit her sister's sweetheart to find out more. Rhodri resides in Barrow Fields, so teleport over when you're ready.

QUEST START

Investigating the Mayor

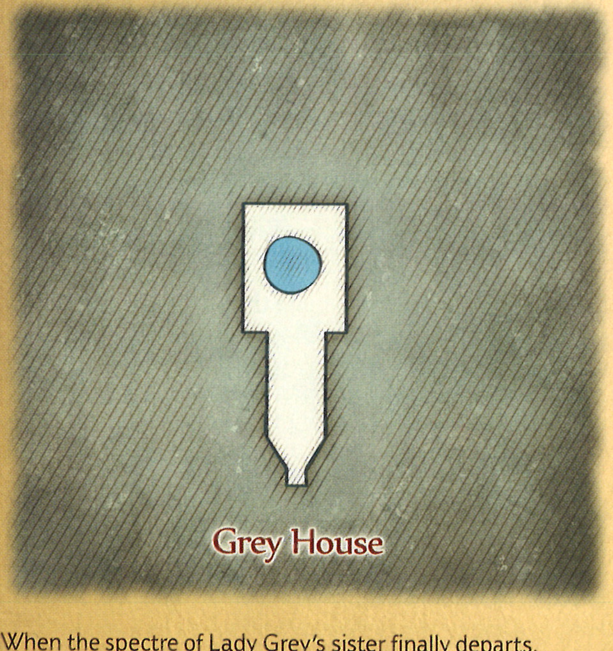
Summary: Investigate the conspiracy behind Lady Grey's rise to power.

Money Reward: 100 **Renown Reward:** 150

Speak to Rhodri in the ruins to the south-east of Barrow Fields then make your way to Grey House.

If you paid attention to Rhodri's tale, you should know exactly what to do next—stand inside the stables near the area entrance and flash your Lamp three times. Once done, the cellar doors along the side of the house swing open. Brace yourself for a ghostly encounter and step into the gloom.

Grey House Cellar



When the spectre of Lady Grey's sister finally departs, smash up the barrels to score some Potions then open the chest to receive a Will Master's Elixir. A mysterious Scrawled Parchment lies on the floor by the crumbling skeleton—pick it up and prepare to make a difficult choice.

Declining the Mayor's Offer

If you want to expose Lady Grey's crimes, refuse to hand over the letter. She flees, leaving you free to become Mayor—just speak to the Guard in Bowerstone North to get proceedings underway. Agreeing to take charge of town grants you access to Bowerstone Manor, where you can find a Silver Key on the Mayor's bed and the Legendary Katana Hiryu in a 15-Key Silver Key Chest nearby. You won't, however, be able to open the Grey House Demon Door or access the Silver Key and Silver Key Chest at Headsman's Hill. On the upside, you won't have to battle Thunder either, so make your way to Lychfield Graveyard, north of Headsman's Hill, where The Graveyard Path quest begins.

NOTE

Even if you choose to expose Lady Grey, and forever seal the Grey House Demon Door, you're still able to unlock the Open Saysamemiddlefinger Achievement. Simply use the Flip the Bird Expression on a sealed Demon Door when you've become sufficiently Evil to acquire it.

Accepting the Mayor's Offer

If you agree to marry Lady Grey and cover up her heinous crime, you won't need to perform her elaborate list of demands. However, you still need to fight Thunder in battle to earn the Lady's hand in marriage. Good luck!

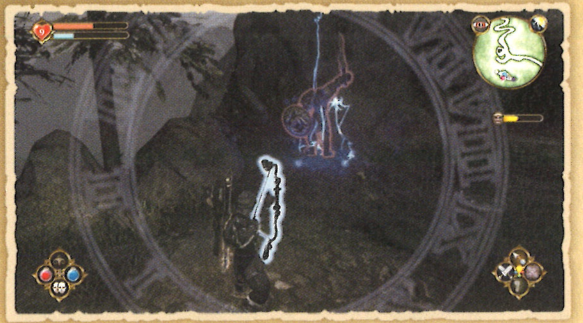
QUEST COMPLETED

Investigating the Mayor

Proving Yourself

Once you're ready to take on the mighty Thunder, make your way to Bowerstone Jail. There, your fierce competitor challenges you to a duel on Headsman's Hill. Wind along the path until you reach your destination then prepare for battle.

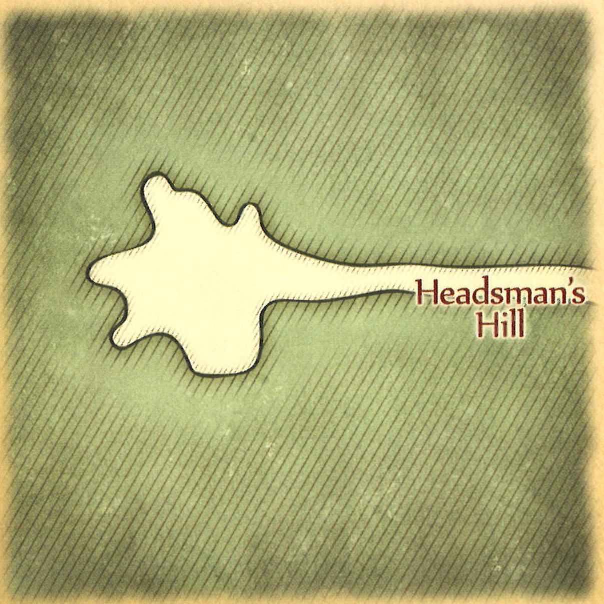
Much like Twinblade before him, Thunder is a formidable fighter, able to block the majority of your Melee attacks. That means you should aim for his back, either using the Assassin Rush Spell to zip behind him, or by rolling around to the rear—the ever-convenient Slow Time Spell is particularly helpful here.



There's one thing to be wary of, however; intermittently, Thunder unleashes a powerful Lightning attack that does significant damage if you're caught in its blast. Worse still, it's impossible to land a Melee strike while it's active. Fortunately, his momentary pause gives Ranged combatants the perfect opportunity to unleash a powerful Multi Arrow attack.

Once you've whittled Thunder's health down to the halfway mark, you both take a fall, tumbling into the otherwise inaccessible area below. You've far less room to manoeuvre here, but your basic battle strategy should remain the same. With only a fraction of his health left, Thunder scarpers into the nearby cave—giving you a moment to fish the Silver Key from the pond nearby.

Headsman's Cave



Headsman's Cave is where the battle finally ends. Continue as before and Thunder eventually admits defeat, earning you the Thunder's Helmet Trophy as a reward. Before leaving this dank chamber, Heroes wielding 15 Silver Keys or more can claim the Mana Augmentation from the Silver Key Chest nearby. When you're ready, speak to the Demon Door outside.

Headsman's Hill Demon Door

"Only by defeating another Hero in combat will I open for you. Got that? I mean, how simple are you?"

Well, how's that for convenient? This Demon Door wants to see you defeat another Hero in battle—which you've just done. Head on through and you emerge back in Gibbet Woods. After a whole lot of effort (and, potentially, some light blackmail), you're now ready to tie the knot with Lady Grey. Return to Bowerstone Manor to seal the deal.

The Greatest Prize of All

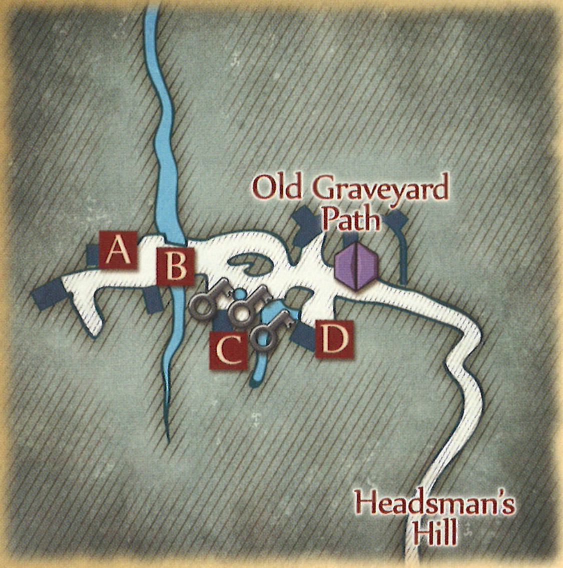
Agree to marry Lady Grey and all manner of gifts will be yours. Firstly, there's a 15,000 Gold dowry for your troubles, and, next, you gain entry to Bowerstone Manor. Inside, you can swipe the Legendary Katana Hiryu from a 15-Key Silver Key Chest in the chamber to the north, plus a Silver Key from the bed nearby. Speaking of which, you're now able to take a tumble in the sheets with your new bride. However, she's a fussy sort—so it might take a few gifts and a quick tidy-up to improve your Attractiveness rating before your passionate advances pay off.

Now that you've found your "posh" bride, you might as well claim the Legendary Ronok the Axe from the Demon Door in the Grey House area. When you're done, make your way to Lychfield Cemetery, north of Headsman's Hill, where The Graveyard Path quest awaits.

QUEST COMPLETED

Mayor's Invitation

Lychfield Graveyard



QUEST START

The Graveyard Path

Summary: Talk to the Gravekeeper.

Money Reward: 1,500 **Renown Reward:** 200

Unsurprisingly, this far-flung patch of swampland, dedicated to Albion's dearly departed, is hardly the most welcoming of places. For starters, the Demon Door to the north is a right old misery—and the hordes of Undead roaming the area don't cheer things up much either. In better news, there's a Cullis Gate here, meaning you should never need to trek through Windmill Hill again.

Lychfield Graveyard Demon Door

"Leave me alone, you organic pustule. I only open for Nostro, the ancient guardian of the door. Not for you. And not for that rancid gravekeeper."

This door refuses to open without the blessing of long-dead Hero Nostro. Luckily, Nostro seeks four pieces of his missing armour, and, once returned, passage through the door is yours. Opening this Demon Door is integral to your progress in The Graveyard path quest—so expect to be back here very soon.

Nostro's Treasure

Your first destination should be the gravekeeper's hut, under the arch to the south. Inside, you'll be privy to an interesting conversation—it seems the gravekeeper has stashed something valuable away in the graveyard. Speak to him and he'll gladly open the gates for you, noting that the great Nostro himself lies buried within. Incidentally, there's a Spade in the chest just outside the gravekeeper's hut—which should be of precisely no use if you've been following along so far.

When you're ready to go deeper into Lychfield Graveyard, make your way to the gates along the main path. Once they're open, rush in and start battling the Undead. There are plenty to get through, most spewing from the ground when you least expect it. However, they're pretty easy to deal with, as long as you proceed with caution. For some reason, the crazy old gravekeeper decides to join your quest—protect him if you must, but it won't matter if he dies.

Make your way west, hacking through the seemingly endless hordes of Undead and head into Nostro's crypt at the very end of the path. Despite his whole being-dead-for-centuries thing, Nostro is still happy to clue you in on your next objective: find the four pieces of his legendary attire—the helmet, the armour, the sword, and the shield.

NOTE

If you haven't already unlocked the Swinging Sword Achievement, Lychfield Graveyard provides another great opportunity to do so. Simply hit three Undead opponents simultaneously using a Flourish attack.

Nostro's Armour lies in the mausoleum at **Point A** on the map. Be wary, though; each time you find an item, more Undead rise from the earth. Deal with their swelling ranks, then look for the water visible through the broken wall at **Point B**. Use your Rod to reel in Nostro's Shield and prepare for another bout of Undead slaughter.

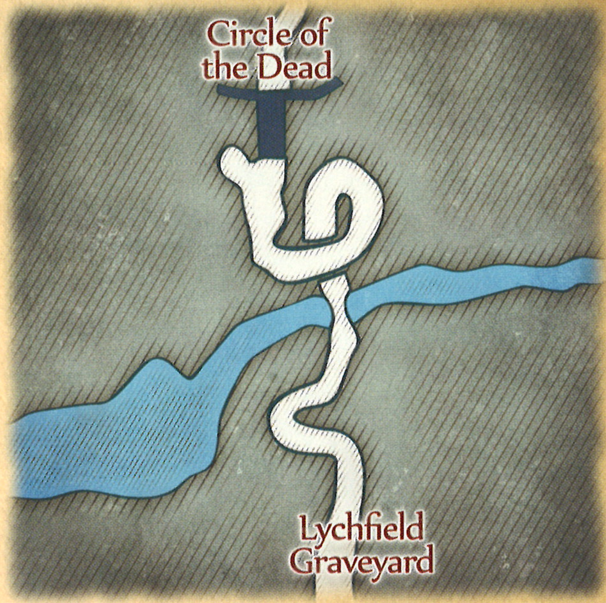
Cross back over the bridge to the east and immediately take a right when the path permits. Keep a lookout for the last grave on the right—you can dig up a Silver Key here. When you're done, enter the mausoleum nearby and score a second Silver Key. Next, visit the small cluster of graves at **Point C**. Use your Spade on the strange, glowing patch of earth to receive Nostro's Sword. Finally, there's a third Silver Key waiting to be fished out of the water, just to the east.

There's one last place to go before all four pieces of treasure are yours—the gravekeeper's hut (at **Point D**) where all this began. You can find Nostro's Helmet perched gaily on a shelf inside. Grab it, then root through the bookshelf to find the Buzz hairstyle card. There's also an Ages of Skill Potion in the cupboard nearby, if you're so inclined. Once you're suitably looted, leg it all the way back to the west and dump your newfound treasures in Nostro's crypt. As a reward, the Demon Door to the east finally opens.

TIP

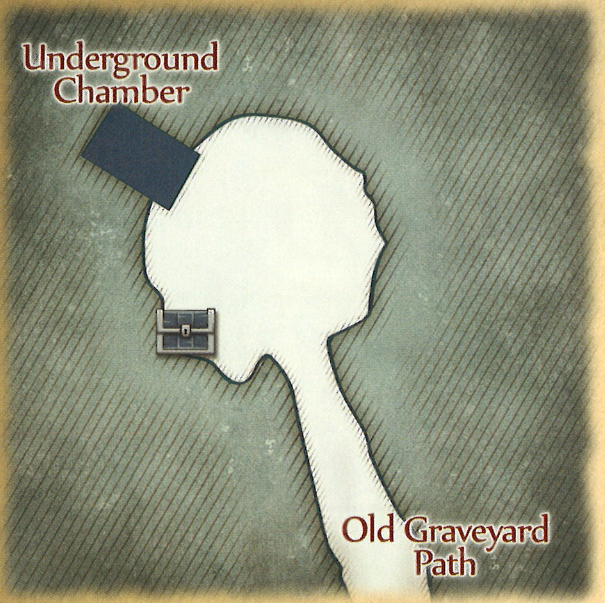
Before you continue, have a further dig around the graveyard. There are plenty of items buried about the place—including Gold, Health and Will Potions, plus a Karlan Wings and Howl Tattoo in the fenced-off area near the entrance.

Old Graveyard Path



There's little to do in this ancient part of the cemetery but smash your way through a seemingly endless procession of Undead opponents. Once again, though, they're pretty weak so shouldn't pose too much of a challenge—particularly if you're sporting a Fire- or Silver- augmented weapon. There's a chest containing a Resurrection Phial to the right, just before you pass under the huge stone arches. Once it's yours, scramble onward, up the crumbling stone staircase, and grab the Silver Augmentation from the chest to the left of the area exit. You can only enter the Circle of the Dead in the north once you've killed the Undead General nearby—he's the great big, bony fellow, with horns on his hat.

Circle of the Dead



Your next challenge begins as soon as you step into the large circle ahead. However, you might want to grab the Piercing Augmentation from the 10-Key Silver Key Chest first. When you're ready, enter the light and prepare for an onslaught of Undead opponents. Stay inside the circle and smash everything that comes your way. Once the battle has ended, you're awarded the distinctly shrivelled Undead Hand Trophy.

QUEST COMPLETED

The Graveyard Path

ACHIEVEMENT

FISHING IN A GRAVEYARD

25

You caused a ruckus in the graveyard. Some people might call you a terrible person—but then, those people aren't in charge of handing out Achievements, are they?

Return to the Heroes' Guild

A new Gold Quest card is added to your collection once The Graveyard Path is complete. Before continuing, though, why not return to the Heroes' Guild, spend your Experience, and try your hand at the Bounty Hunt quest?

Bounty Hunt ~ Boasts

There are several interesting Boasts to choose from prior to this quest. Perform Quickly adds a five-minute time limit to proceedings (still perfectly achievable) while Behead Leader is fairly self-explanatory—if gleefully messy.

BOASTS	CRITERIA	WAGER	REWARD
Behead Leader	Decapitate the final Bandit leader.	600	2,000
No Protection	Do the quest naked.	600	1,500
Perform Quickly	Complete the quest within the time limit.	1,000	2,200
Without a Scratch	Take no damage.	500	2,500

Embarking on the Bounty Hunt

Get this quest underway by approaching Greatwood Entrance from Lookout Point. It seems some Bandits have been terrorising the locals. It's your job to free any hostages and put things right.

QUEST START

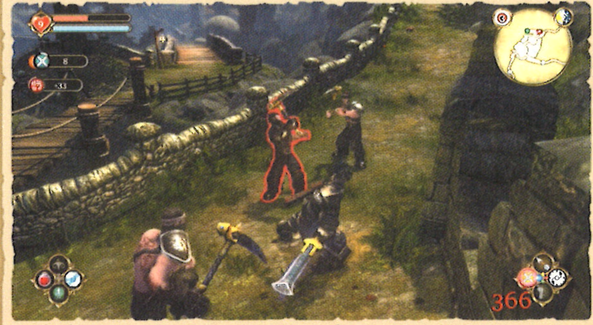
Bounty Hunt

Summary: Bandits have kidnapped Bowerstone townsfolk. Track down the gang and free the hostages.

Money Reward: 5,400 **Renown Reward:** 400

First up, make your way through Greatwood Entrance toward Fisher Creek, where you can find the first of two hostages. Note that Bandits in this quest are a whole lot tougher than your standard Greatwood variety. They take a couple more blows to eliminate, for starters, and have no qualms when it comes to fighting back—be sure to block when their combos come raining down.

Once at Fisher Creek, approach the wooden jetty and prepare to be ambushed by Bandits from inside the hut. Finish them off then turn your attention to the Bandit Leader. When the area is cleared, the first hostage scarpers to safety, leaving you to hack and slice your way to Greatwood Lake, where the second hostage awaits.



Immediately on entering the area, deal with the Bandits that approach. When they're out of the picture, start making your way up the hill toward the broken bridge. As you near the Bandit leader at the end, he warns you to keep your distance. He's not joking either—get too close and the girl dies. That's easy enough to get around, though—pull out your bow and launch an arrow right at his face. If your aim is sharp, you'll knock his head clean off, completing the Behead Leader Boast in the process. Once he's down, deal with any remaining enemies then accept Treasure Clue 1 from the girl to complete the quest.

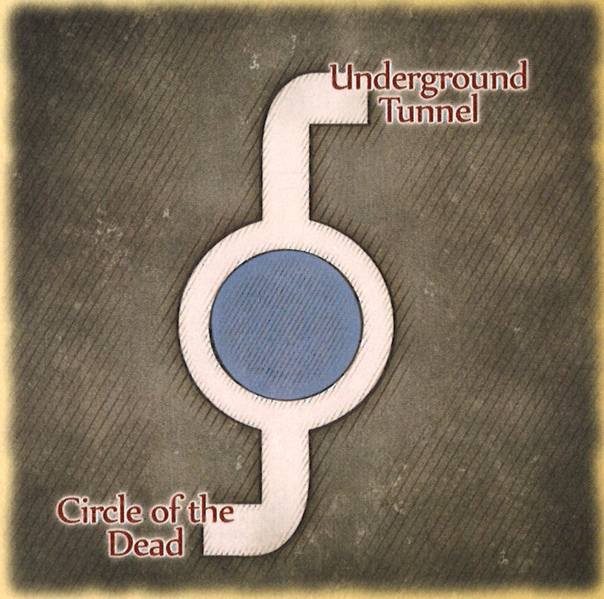
QUEST COMPLETED

Bounty Hunt

Rescue Scarlet Robe

With another mission under your belt, it's time to return to Lychfield Graveyard and prepare for a teary-eyed reunion with mother dearest herself. Once you're there, wind back toward the Circle of the Dead then pass through the recently opened doorway to the north-west.

Underground Chamber



QUEST START

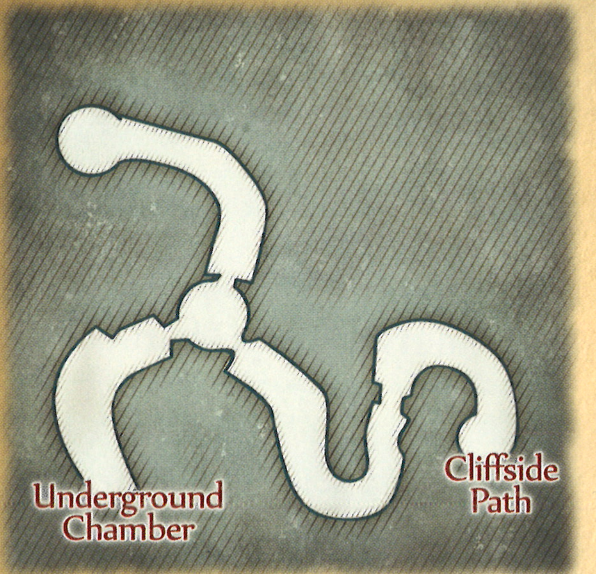
Rescue Scarlet Robe

Summary: Break into Bargate Prison and rescue your mother, Scarlet Robe.

Money Reward: 0 **Renown Reward:** 0

There's little to see in this dank, underground passage—and whatever's lurking in the watery depths nearby clearly isn't quite ready to put in an appearance. As such, proceed north into the Underground Tunnel.

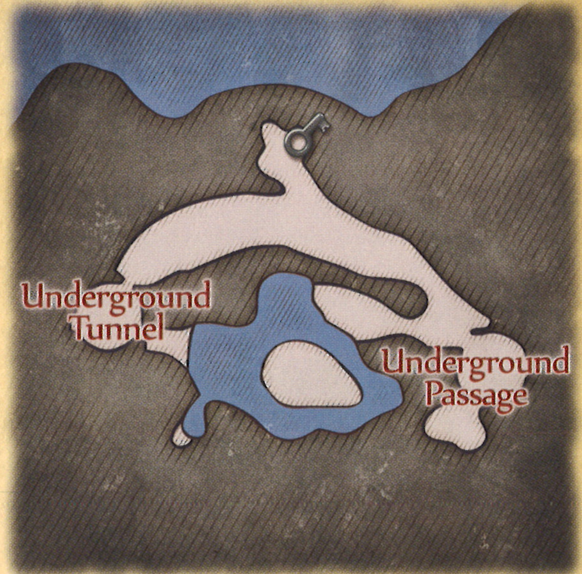
Underground Tunnel



As soon as you reach the centre of this strange, three-pronged passageway, nefarious magic seals the exits, forcing you to fight a couple of waves of Undead. Thankfully, they're the slow, feeble type so don't expect much resistance. When you're done, smash up the barrels nearby to score a delightful Pudding Basin hairstyle card.

If you're in the mood for a bit of a detour, head through the door to the north and follow the passage along to the end. You'll have some slightly stronger Undead opponents to deal with, plus a few exploding fungi, too. Oh, and a Nymph, as if the rest weren't enough to keep you occupied. Grab the Resurrection Phial from the chest then return to the central chamber, ready to head south-east. Wind down the passage, dealing with an onslaught of progressively more powerful Undead enemies. Note that savvy Heroes with no huge desire for additional Experience might want to use Assassin's Rush to slip on through to the exit with minimal fuss.

Cliffside Path



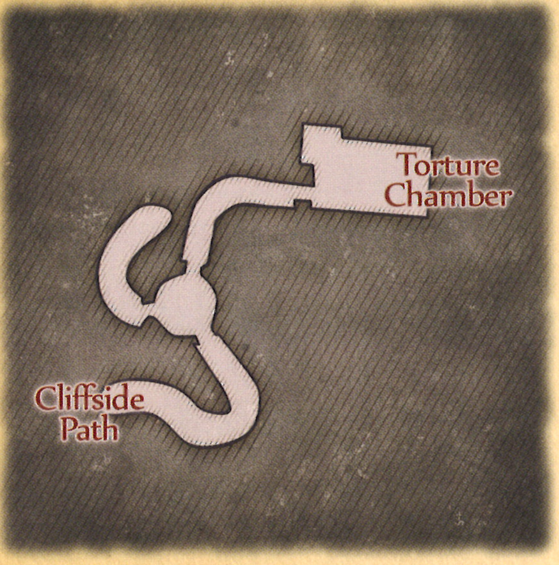
Back outside, you've two possible paths ahead. Take the south-eastern route down to the water and bear right. There's a chest in the small alcove to the south containing a Dark Chainmail Helm. You'll find a second chest, containing a Sharpening Augmentation, on top of the island in the middle of the water. Unfortunately, there's an annoyingly persistent Nymph to deal with here and, as a final insult, a huge swath of Undead opponents emerge from the water once you reach the island's peak.

Make your way back to the point where you first entered the area, forging a safe path through the Undead, then take the north-eastern path. Eventually, you should spot a small hill to the north leading to another chest. There are a couple of Undead Generals who just love to get in the way here, so deal with them first then raid the chest for a Lightning Augmentation. Finally, dig in the mushroom ring to the right for a Silver Key.

With all that out of the way, head into the domed vestibule to the south-east. Before nipping through the door, though, look right and you'll see another chest containing a Resurrection

Phial. Once it's in your possession, swing open the door and—oh, wait, no. Once again, all exits are suddenly, magically sealed, leaving you to deal with a surprise Undead ambush. These, alas, are slightly stronger variants than before, meaning it's trickier to break through their defences. Once they're down, though, head south-east into the Underground Passage.

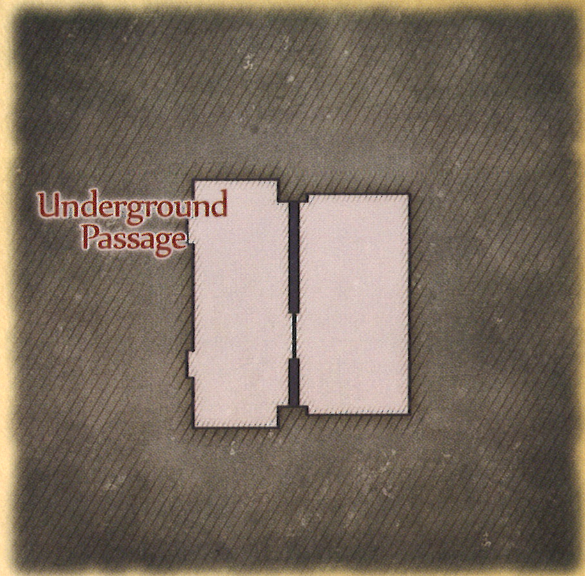
Underground Passage



Guards, it seems, like dank, slimy corridors just as much as they do the great outdoors. This particular passage is crawling with the blighters—and you've a few options as to how you deal with them. Melee-focused Heroes can take the usual, unsubtle approach, charging on in with blades a-whirling. Ranged specialists, however, can sneak around playing sniper for an easy victory—particularly if their Guile is high and they're suitably, stealthily clothed.

Once you reach the central, circular chamber, pop along the north-western passage. At the very end, you find a couple more (entirely unprepared) Guards, a Resurrection Phial in a chest, and two Health Potions on a table. Return to the central chamber then toddle up the north-eastern passage. Midway along, take out the two Guards standing watch, then continue onward to the large room at the very end. Once all enemies have been cleared, barrel-smashers should prepare to have the times of their lives—this area is full of 'em. Crash around a bit and you'll find all manner of foodstuffs and Potions. As an added bonus, there's an Obsidian Katana in a chest at the eastern-most end of the room, and a second chest under the arches in the north-western corner, containing a Dark Leather Chest piece. When you're ready to proceed, climb up the steps and head through the doorway nearby.

Torture Chamber



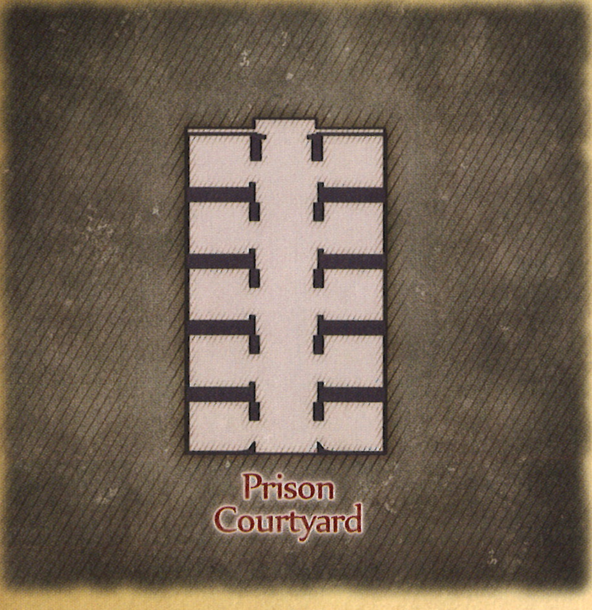
Okay, so it wasn't quite the emotional reunion you were expecting—but that doesn't alter your objective. You've still got to find a way of breaking mother out of here. Given that there's a huge glowing lever right next to you, only the very dimmest of Heroes should struggle here. No, don't fart on it. *Stop that.* There, yes, that's right. Pull it. Well done.

With mother out of her cage, it's time to make good your escape. Unfortunately, however, despite your best earlier efforts, the route back is crawling with enemies again. Even more unfortunately, once you reach the central circle in the Underground Passage, Jack of Blades himself appears. Your escape, it seems, has been thwarted before it could even begin.

QUEST COMPLETED

Rescue Scarlet Robe

Cell Block One



QUEST START

Prison Escape

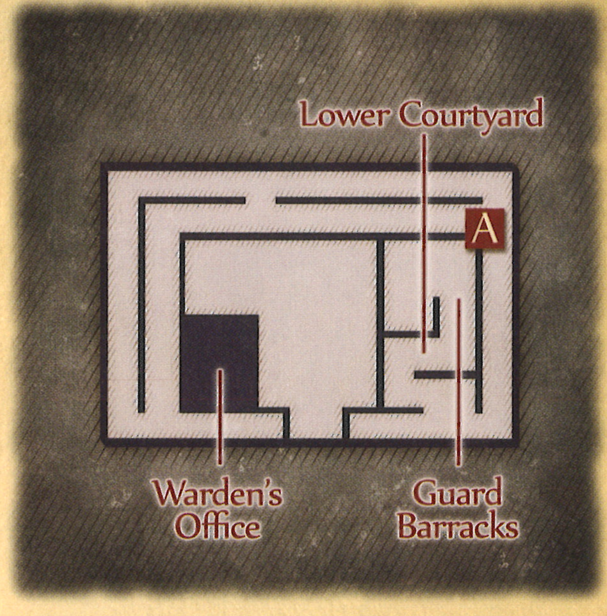
Summary: Rescue your mother, Scarlet Robe, from Bargate Prison.

Money Reward: 0 **Renown Reward:** 0

Some time has presumably passed when you awaken in your cell, mostly naked and bereft of all your belongings. There's no obvious means of escape either—certainly no conveniently placed, great big lever to fart on. After a short time, you hear a whisper from the cell next door. Your neighbour has some useful information to share: once a year, the Warden holds a race for inmates around Bargate Prison. The winner gets an all-expenses-paid trip to the Warden's office, which just might hold the key to your escape. Perhaps even a literal one.

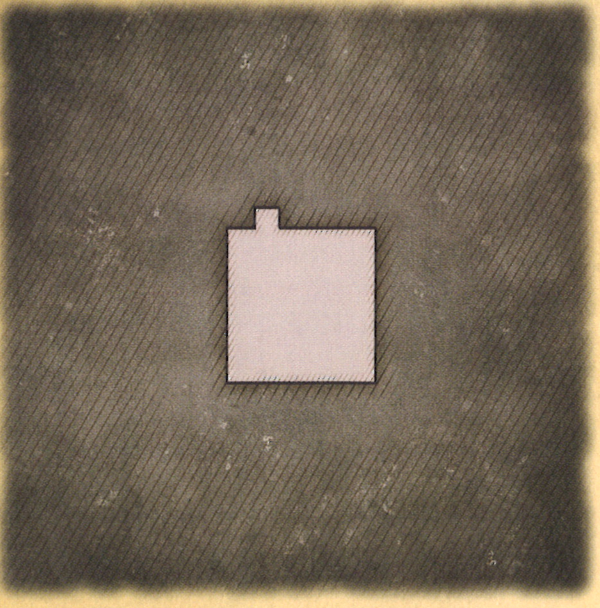
By some amazing stroke of luck, the race is being held today. Wait for the Guard to let you out and then show 'em what you—and your feet—are made of.

Prison Courtyard



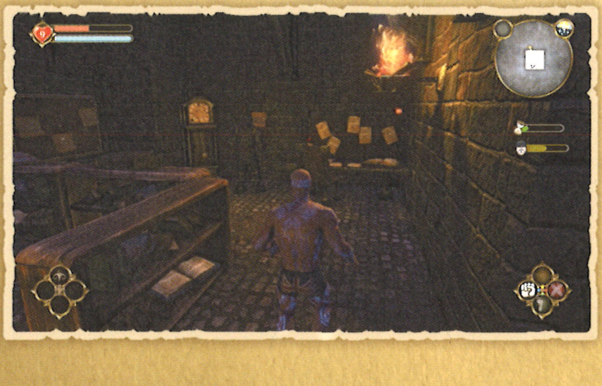
As soon as the race begins, break into a run and make a bee-line straight to the finish. Don't bother trying any doors or breaking the barrels as they're both surefire ways to lose. Follow the route around the courtyard, doing your best to stay in front, and, as you reach the north-eastern corner on the topmost level, keep a watch for the catwalk at **Point A**. Dip down along it and you can cut a huge chunk out of the race, cheating your way to an easy victory.

Warden's Office



Your prize for this amazing feat of fleet-footedness is an audience with the Warden himself. Unfortunately, he's keen to recite some of his poetry, which, on this evidence, is perhaps the fourth-worst poetry in the universe. On the plus side, he's distracted enough to give you time to poke around your new surroundings. There are three diaries, sealed with combination locks, on the desk nearby, plus a Somrune Tattoo in the bookcase to the left.

The combination number you require is pinned to the noticeboard a little way beyond the Warden—but you need to sneak past unnoticed, to reach it. Heroes with a high Guile Ranking should have no trouble here but everyone else should tread as carefully as possible. With the combination in your possession, sneak back to the locked diaries and try to open one.



NOTE

Two new bars appear on the screen during this portion of the quest. The upper bar denotes the length of time you have before the Warden's poetry recital ends, while the lower bar indicates his awareness of your movements. Move slowly to ensure this second gauge doesn't fill. If it does, you'll have to start your sneaking from the beginning.

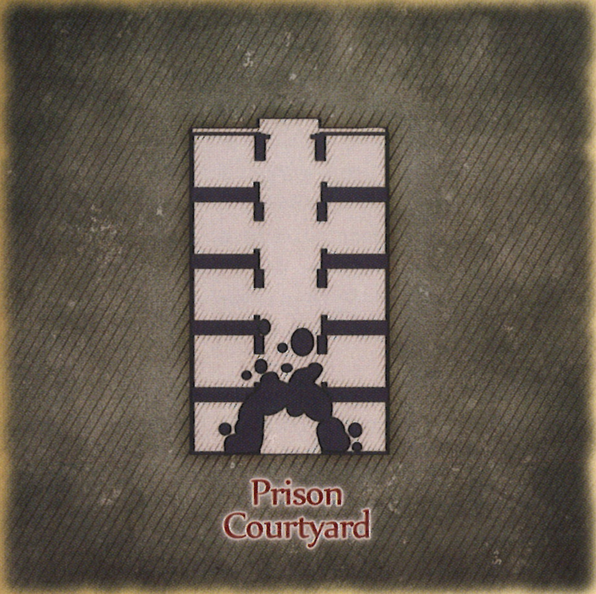
Sadly, it seems that—no matter which diary you choose—your first attempt at escape is doomed. That means a year of torture and solitude for you—just as it will if you fail again. Luckily, though, time flies and, soon, it's the Warden's birthday once more—so complete the race just as you did previously. If you manage to score the combination and open the diary, the Prison Cell Key is yours—though victory still culminates in a trip back to your cell.

The Warden's Key

With the key in your possession, you can now open any door in Bargate Prison. Try it on your own cell door first. Once it's open, you can find a Stick in the barrels directly opposite—but you're better off evading Guard opponents than attempting to take them on with a branch. Your next job should be to run along the cell block and free every single prisoner in the room—they provide a handy distraction once your escape is under way. Admittedly, you're leading each and every one of them to their death, but, as the saying goes, you can't make an omelette without getting some prisoners stabbed in the head.

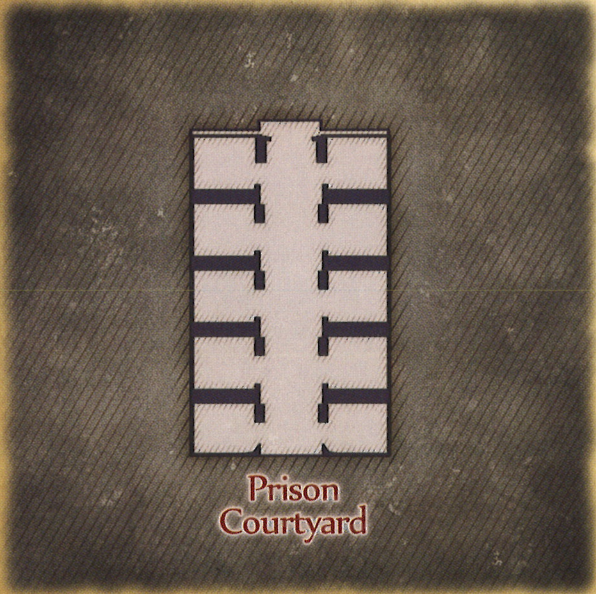
Once you enter the Prison Courtyard to the north, your mother's whereabouts is displayed on your mini-map. Before you break her free, though, you're going to need to retrieve your gear. With that in mind, head up the steps into the courtyard proper then take a left and nip through the first doorway on your left again.

Cell Block Two



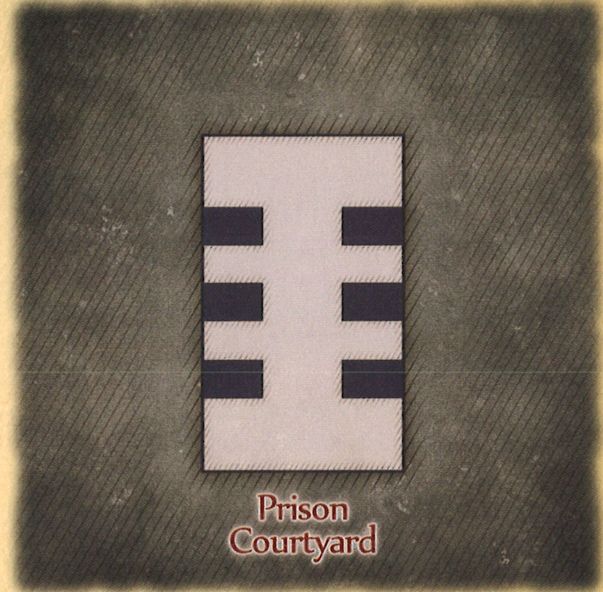
Inside this dilapidated part of the prison, you'll find a few crumbling rocks, a distinctly inanimate skeleton and a Small Moustache card—what more could you possibly ask for? When you're done, head back outside, take a left, and nip through the next door along.

Cell Block Three



If you were expecting anything more exciting here, you're going to be severely disappointed. Smash the barrel in the cell on the left to secure a Health Potion then raid the chest in the last cell on the right for some Plate Boots. Hot stuff, super thief. Once you're done, make your way back outside then take a left, following the wooden steps up a single level. By this point, you'll likely have some Guards on your tail—so speed is of the essence while you leave your fellow prisoners to enjoy their demise. The Prison Barracks are just to the right of the next staircase—pop on in to reclaim your possessions.

Prison Barracks



There are five chests in the room, containing Guard Boots, Guard Gloves, a Guard Hat, a Guard Shirt, Guard Trousers, and, finally, Your Belongings—note that opening the last chest summons a Guard into the room. While you're here, check out the bookcases at the end of the room to swipe a Harion Shoulder Tattoo and a Harion Arm Tattoo. Finally, smash the barrels near the door for a few extra goodies. Once you're done, don your garb of choice and leg it to mother in the Torture Chamber, through the small door to the west of the courtyard.

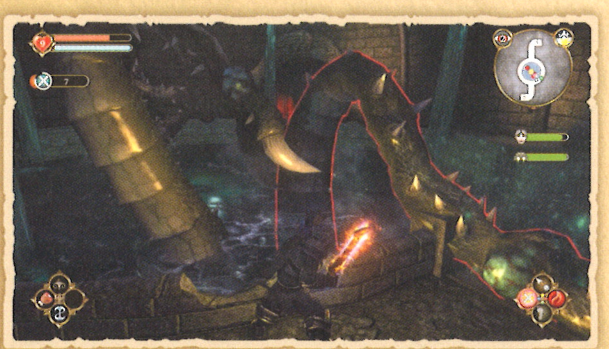
Immediately yank the lever and leg it through the northern-most door, into the Underground Passage.

Deja vu, anyone? Keep a watchful eye on your mother as you progress and use Heal Life to top up her energy levels, if necessary. For all the attention the Guards pay her on your return trip, though, she might as well be invisible—clearly none of them has a subscription to *Senior Heroes Quarterly.* Make your way back along the Underground Passage, dealing with any enemies you encounter, then head through the door to the south-west.

Once you reach the Cliffside Path, take the route west through the water—it's mercifully free of opponents. Next, push onward into the Underground Tunnel, following the winding corridor all the way along to the exit in the south-west. You'll find a handful of agitated Guards waving their swords around here, but nothing that's likely to trouble you. Unfortunately, the same can't be said when you finally reach the Underground Chamber.

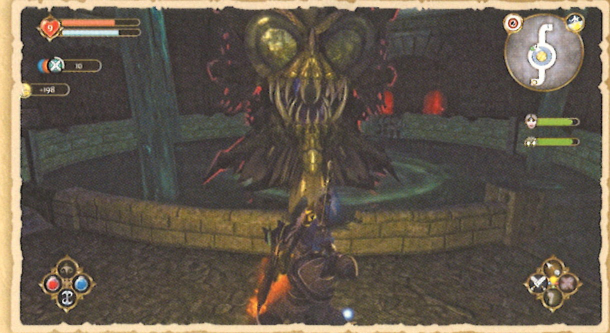
Enter the Kraken

In a case of the worst possible timing imaginable, the great Kraken beneath Bargate Prison has chosen this exact moment to wake from its slumber. Your first task is to deal with its tentacles —keep moving slowly around the room then quickly dodge aside when you spot one preparing to lunge. If you're hit, the tentacles immediately resume their upright position. However, if your dodge is successful, you've got a few seconds to smack them with your most powerful Melee weapon before they recover. Ranged combatants, meanwhile, should keep moving to avoid attack while they are charging their shots. Eventually, once all tentacles have disappeared beneath the waves, the great Kraken's head emerges.



Ranged attacks are the fastest way of completing the next stage of the battle and Multi Arrows are particularly effective here. Immediately lock onto the monster and keep moving around the room's perimeter. This should help you avoid its powerful ray attack, although a last-minute roll might be required on occasion. Eventually, the Kraken sinks back beneath the water, leaving you to do another round with its great, wobbly protrusions. Repeat the entire process over and, soon, it will be no more.

With the Kraken cracked, head south to leave the area and return to Lychfield Graveyard. Your mother tells you of a secret key, hidden somewhere in the remote Hook Coast area. It seems you can only get there through a portal in Darkwood, however—so expect to return there very soon. As a reward for your efforts, you receive 40,000 Experience points to spend as you please, plus the Kraken Tooth Trophy. It almost makes the years behind bars worth it.



QUEST COMPLETED

Prison Escape

ACHIEVEMENT

THE BLOODLINE PART II

25

You rescued your mother from a fate worse than death—and learned how to use a lever in the process! Have an Achievement, you clever soul.

Once free of Bargate Prison, the Gateway to Hook Coast quest is automatically added to your inventory. However, before embarking on the final leg of your adventure, it's worth paying another visit to the Heroes' Guild. Teleport on over, then spend your bumper bounty of Experience.

Bandit Spy Extraction

There's a brand-new challenge waiting to be accepted from the Map Table. However, it's a fundamentally Evil-focused quest, so Good characters may want to skip it and progress straight to the Ancient Cullis Gate where the pathway to Hook Coast lies. If you do accept it, though, make your way to Bowerstone North.

BANDIT SPY EXTRACTION ~ BOASTS

Both Trader Massacre and Guard Massacre Boasts offer ample entertainment value for the truly monstrous and, as an added bonus, are easy to achieve. Note, however, that you can only take one—so choose wisely. Or indiscriminately—that's also up to you.

BOASTS	CRITERIA	WAGER	REWARD
Fist Fighter	Use no weapons or offensive magic.	400	1,100
Guard Massacre	Kill all the Guards.	500	1,000
No Protection	Do the quest naked.	400	1,000
Pacifist	Kill no one.	500	1,400
Solo Mission	Hire no Bandit allies.	400	800
Trader Massacre	Kill all the Traders.	500	1,200
Without a Scratch	Take no damage.	400	1,600

Get things started by speaking with Tanya—a Bandit undercover operative waiting somewhere in Bowerstone North. Once she's filled you in on the details, you automatically head to Bowerstone Jail, where the quest begins.

QUEST START

Bandit Spy Extraction

Summary: A Bandit gang asks you to spring one of their spies from a Trader Convoy. Unknown to the spy, a trap awaits him.

Money Reward: 5,800 **Renown Reward:** 400

Before you get going, you have the option to hire each of the four Bandits in the area for 100 Gold a head. Of course, you're free to do the whole thing by yourself, if you prefer—or if you chose the Solo Mission Boast.

When you're ready, start slicing your way north to Windmill Hill. As soon as you enter the area, the convoy, and your target, begins its journey from the windmill into Gibbet Woods—and if it reaches the Prison Path, your quest is over. You need to catch up with the convoy and speak with Otto, the Trader spy, as quickly as possible, minimising the amount of backtracking you need to do next.

Once you've spoken, Otto immediately becomes vulnerable to attack. You might consider clearing the surrounding area of Guards and soon-to-be-hostile Traders before engaging in conversation. However, you need to do it quickly (or, say, with the help of a Slow Time Spell) otherwise he'll be long gone.

TIP

There's an added bonus if you take out Traders in the form of some lovely loot. In particular, you should stumble across a couple of always-welcome Augmentations to add to your collections.

With Otto in your party, turn around and head back to Bowerstone North, taking out any new opponents on the way—both Slow Time and Heal Life Spells are invaluable here. Once your quest is complete, you'll be the proud recipient of a Sharpening Augmentation and the delightful Trader's Head Trophy.

QUEST COMPLETED

Bandit Spy Extraction

As soon as you've finished admiring your quaint new keepsake, teleport over to Barrow Fields. From there, wind your way toward the Ancient Cullis Gate in the Darkwood region—it's time to pay Hook Coast a visit.

Through the Ancient Cullis Gate

QUEST START

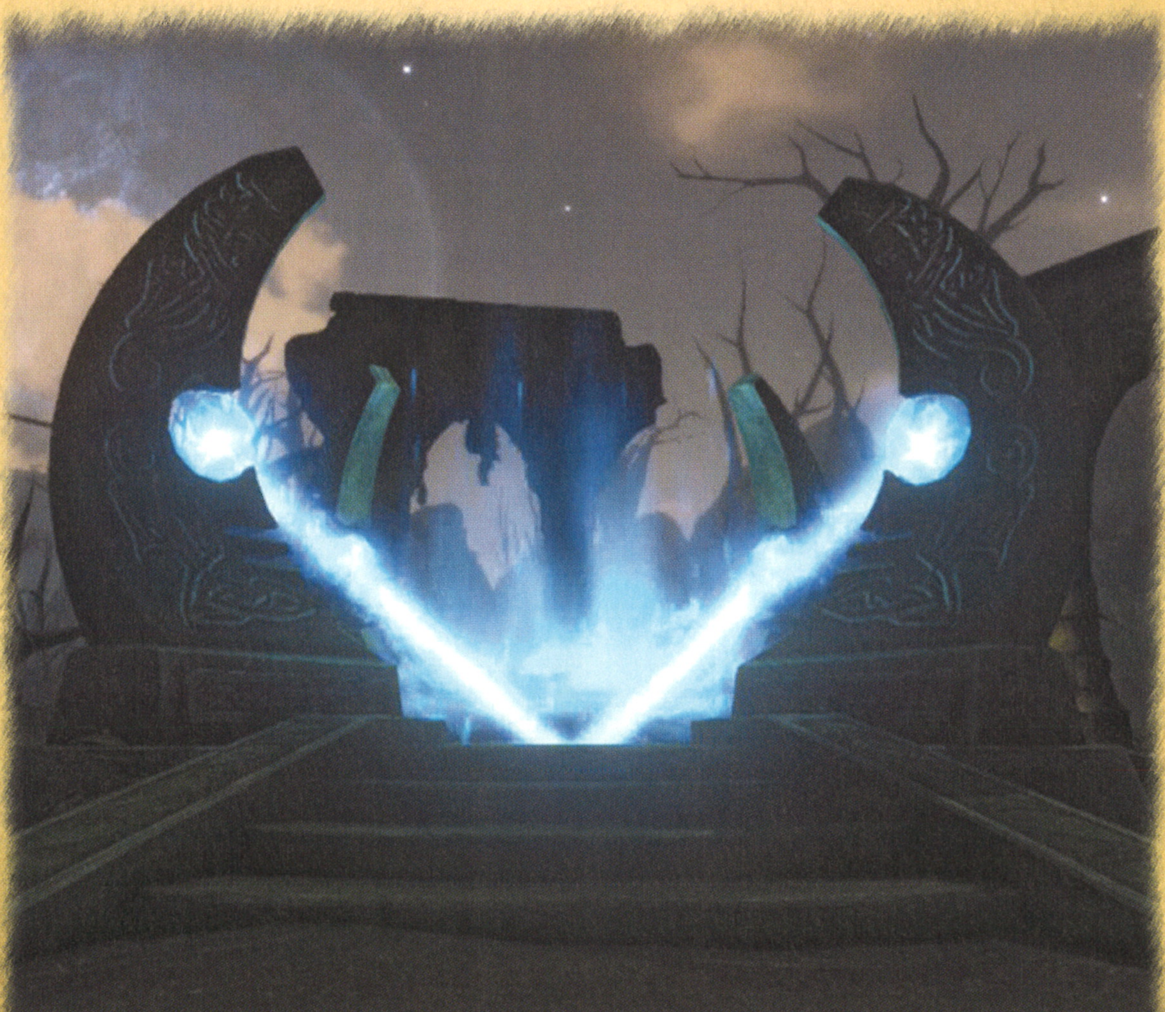
Gateway to Hook Coast

Summary: Activate the Cullis Gate to Hook Coast, in Darkwood.

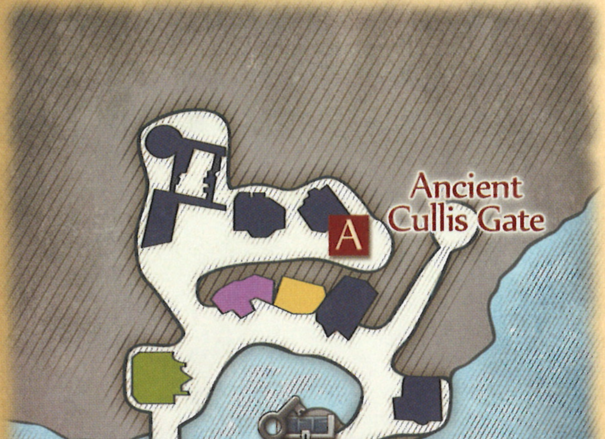
Money Reward: 4,200 **Renown Reward:** 500

In order to activate the Ancient Cullis Gate, you need to sate its hunger for Undead souls. Who knows why it can't eat biscuits like everyone else? Once you reach the gate, Undead opponents will begin to burst from the earth. These aren't just any old Undead either—these are Undead Generals, so you've got a bit of work to do. Each enemy you defeat increases the bar at the side of the screen—but it slowly depletes over time. You need to keep hacking away with wild abandon in order to fill it and open the path to Hook Coast.

Given the calibre of Undead you're up against, you might prefer to use a spot of magic to speed things up. Berserk gives Melee combatants a much-needed boost, while a high-level Fireball Spell or Enflame should satisfy Will users with an appetite for Undead decimation. Once the Ancient Cullis Gate is finally active, step on through for your first taste of the ever-so-festive Hook Coast.



Hook Coast



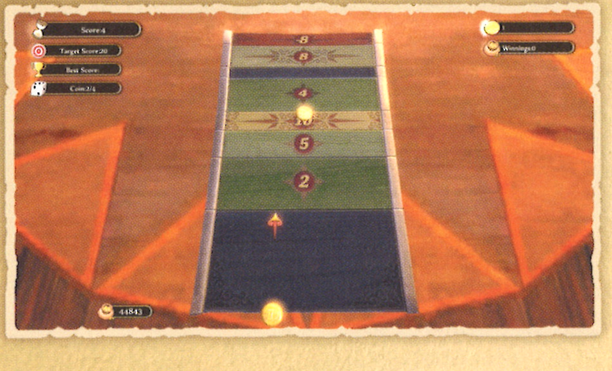
Your first stop in Hook Coast should be the ruined abbey, found in the north-western part of the region. Unfortunately, entrance to the abbey is blocked by some kind of undoubtedly nefarious magical barrier. Your mother suggests you return to the Heroes' Guild and visit Maze's quarters to proceed.

Before you do, though, why not spend a few chilly minutes investigating this remotest of outposts? There are no new quests to be found, but there's plenty in the way of shopping to be done and treasure to pilfer—plus, you can win the Maze Hero Doll at the tavern. Dedicated sightseers, meanwhile, should go visit the lighthouse to the south. There's also a strange bell to be found at **Point A**, where unlucky Heroes will face their fifth and final assassination attempt.

QUEST COMPLETED

Assassin Attacks

Those of a villainous disposition can find much to steal in the homes to the north of Hook Coast—including the Coron Birth, Arrowhead, and Eyes of Avo Tattoos, the Tramp Beard style card, plus a Sharpening Augmentation. More excitingly still, if your entire *Fable* experience has so far been ruined by the disgusting lack of a pigtails option for your Hero, go swipe the Plaits hairstyle card from the tavern. When you're done traipsing through the snow-covered streets, whip out your Guild Seal and teleport back to the Heroes' Guild.



Shove Ha'penny

This particular game offers a nice, easy challenge. Your goal is to get as many of your coins as possible on the narrow "10" strip at the centre of the board. Simply position your shot, then adjust the power of your flick to send your coin sliding to its goal. If you can score 30 points or more, the Maze Hero Doll will be yours.

TIP

When you're adjusting the power of your shot, pull back until the arrow is almost touching the very edge of the first panel. A gentle slide to the number 10 spot is virtually guaranteed!

The Lighthouse

This suspiciously important-looking structure stands proud on the shores of Hook Coast, doing absolutely nothing of use for the time being. However, it's well worth punching in the door and having a poke around inside—just try not to get caught, eh? Once you've gained entry, investigate the cupboards on the ground floor to find 500 Gold and a Silver Key. Next, climb the steps to the very top, where you can discover a 15-Key Silver Key Chest, containing the Legendary Murren Greataxe. There's a peculiar plinth up here, too, but, for now, it serves no purpose. When you've had your fill of the view, return to earth.

Shopping at Hook Coast

You'd be forgiven for thinking the shops of Hook Coast would be light on goods, given their remote location. Impressively, though, the region's Traders stock every single Master-level weapon available in Albion, plus a fine selection of rare Augmentations, including Mana and Experience. If you've been saving your Gold, now would be the perfect time to un-save it.

WEAPONS

MELEE	VALUE
Master Axe	17,438
Master Cleaver	19,181
Master Greataxe	27,900
Master Greathammer	31,388
Master Greatmace	29,644
Master Greatsword	33,131
Master Katana	22,669
Master Longsword	20,925
Master Mace	15,694
Master Pickhammer	13,950
RANGED	**VALUE**
Master Crossbow	25,600
Master Longbow	23,040
OTHER	**VALUE**
Experience Augmentation	50,000
Lightning Augmentation	1,550
Mana Augmentation	45,000
Piercing Augmentation	2,100
Sharpening Augmentation	2,600
Silver Augmentation	1,650

CLOTHING

HEAD	VALUE
Guard Hat	105
HANDS	**VALUE**
Bright Villager Gloves	25
Dark Plate Gauntlets	2,020
Dark Will User's Gloves	155
Plate Gauntlets	1,980
Villager Gloves	21
Will User's Gloves	148
TORSO	**VALUE**
Bright Villager Shirt	96
Dark Plate Chest Piece	8,010
Dark Will User's Upper Robe	630
Plate Chest Piece	7,920
Villager Shirt	84
Will User's Upper Robe	593
LEGS	**VALUE**
Dark Plate Leggings	7,020
Dark Will User's Lower Robe	530
Plate Leggings	6,930
Villager Trousers	74
Will User's Lower Robe	519
FEET	**VALUE**
Bright Villager Boots	12
Dark Plate Boots	1,020
Dark Villager Boots	12
Dark Will User's Boots	80
Plate Boots	990
Villager Boots	11
Will User's Boots	74

ITEMS

POTIONS	VALUE
Health Potion	80
Resurrection Phial	500
Will Potion	70
GIFTS	**VALUE**
Chocolates	10
Emerald	700
Jet	450
Perfume	120
Sapphire	550
Wedding Ring	900
PRODUCE	**VALUE**
Apple Pie	15
Carrot	6
Fish	18
Flour Sack	35
Grain Sack	25
Red Meat	14
OTHER	**VALUE**
"Eyes of a Killer"	200
"Making Friends"	200
"The Sock Method"	200
"The Ugly Guide"	200
"Windbreaker Rule Book"	200
"You Are Not a Bad Person"	200
Fishing Rod	50
Spade	200

WANTED

WANTED	VALUE
Carrot	6
Fish	12
Flame Augmentation	1,450
Green Apple	4
Health Augmentation	45,000
Health Potion	80
Red Rose	20

Back at the Heroes' Guild

As soon as you arrive back at the Heroes' Guild, you receive a distressing call from your mother. Your first task should be to spend any Experience points you have on your person (sorry, ma!) then head over to Maze's tower, south of the Guild gardens. Once you're there, grab Arban's Thaumaturgica from the table to complete your current quest.

QUEST COMPLETED

Gateway to Hook Coast

You immediately receive a message from the Guild Master, encouraging you to go speak to him in the Map Room. However, before you accept his next mission, you should finish off any remaining side-quests.

Hidden Booty Hunt

Assuming you've been following along carefully, you should only have one major thing left to do before accepting the Guild Master's final challenge—piece together all six treasure clues and complete the Hidden Booty Hunt quest. You should have received the final clue (Treasure Clue 3) when you killed the fifth Assassin back in Hook Coast, putting an end to the Assassin Attacks quest. However, if it's still not in your possession, you might want to revisit the Focus Site at Witchwood Cullis Gate, the archery range in Knothole Glade, the Prison Path, and the windmill at Windmill Hill, making sure you didn't miss any Assassins.

If you can't be bothered to go galavanting off around Albion again, though, never fear—here are all six clues in full:

TREASURE CLUE 1

"To begin your quest, go to the region where scrumping Hobbes were discovered in legion."

TREASURE CLUE 2

"Your hunt for the treasure can only come good if you start your search where fruit lies in the wood."

TREASURE CLUE 3

"With your back to the Lake, walk into the light. Proceed no farther when it's no longer in sight."

TREASURE CLUE 4

"The nearest construction points with its limb. Follow its direction, but don't stop on a whim."

TREASURE CLUE 5

"You're not going in circles, but riddle me this: repeat the last clue, and you won't go amiss."

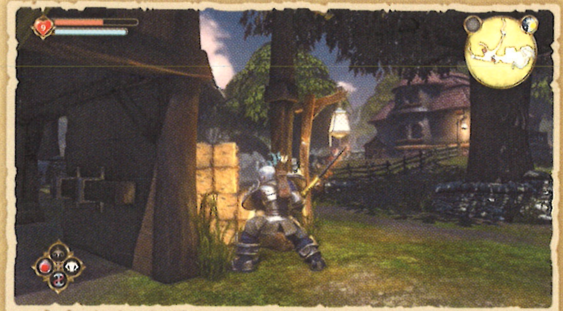
TREASURE CLUE 6

"Your reward is buried at the end of your trail. Proceed as directed, 'til you're 'twixt wood and bale.'"

In case you're still struggling to solve the riddle, make your way to Orchard Farm, as described in Clue 1. Next, Clue 2 reveals that you need to be on the farm itself and not on its outskirts. Stand at the entrance with Greatwood Lake behind you, then follow Clue 3's instructions and start walking east until you reach the lamppost ahead. The "nearest construction" Clue 4 refers to is the lamppost you're currently standing by. It points to a second lamppost just to the north; go there next. Clue 5 tells you to repeat the process, so follow the new lamppost until you reach the sign by the dilapidated cart. Clue 6 urges you to reach the end of the trail, so follow the sign and, just as suggested, you'll come to a halt between wood (the barn) and a hay bale. Dig here to win your hard-earned prize!

NOTE

The Spade icon doesn't appear automatically here, so you need to fish it out of your inventory yourself.



Congratulations! You've solved the riddle and uncovered the not-exactly-Legendary Frying Pan. Sure, it doesn't deal a lot of damage on its own—but its whopping four Augmentation slots means it can be super-charged like no other kitchen utensil before it.

NOTE

It's entirely possible to exhume the Frying Pan without getting all Treasure Clues first. However, this particular bit of trickery is thwarted by the fact that cheaters receive an non-Augmentable variant, incapable of dealing damage—which, as you might imagine, is next to useless in any situation that doesn't involve breakfast.

QUEST COMPLETED

Hidden Booty Hunt

ACHIEVEMENT

OUT OF THE FRYING PAN...

Wondering what to do next with your amazing new sort-of-weapon-thing? If you whip out your Frying Pan and use it to smack someone (or something) in the face, a brand-new Achievement is yours.

Return to Hook Coast

Once you've tied up any loose ends, it's time to speak with the Guildmaster back in the Heroes' Guild Map Room. Accept his quest and return to Hook Coast in a bid to finally break through the ruins' magical seal.

QUEST START

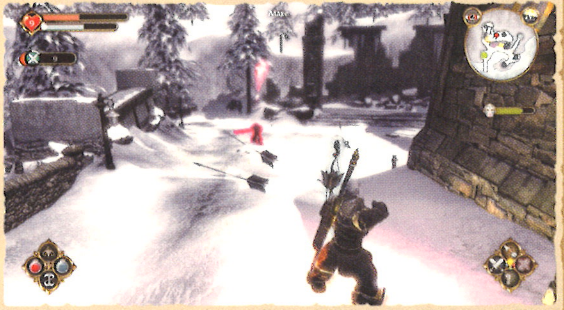
Return to Hook Coast

Summary: Dispel the barrier at Hook Coast Ruins.
Money Reward: 16,000 **Renown Reward:** 1,500

Hook Coast, a once peaceful haven of, well, snow mostly, is now in the grip of a Screamer assault. These fearsome Undead apparitions use Drain Life as their primary attack and are resilient to basic physical damage. Magical strikes, however, are far more effective. Enflame should do you proud here as will weapons with magical Augmentations such as Fire or Lightning.

Make your way through the deserted town toward the ancient ruins in the north-west, dealing with any Screamers you encounter on the way. Once you reach the magical seal, the Guildmaster begins an ancient incantation, clearing the way forward. Prepare for twist after twist as you enter the ruins—(spoiler!)—Maze has been working alongside Jack of Blades since the beginning. And, with the ritual finally complete, Jack is in possession of the legendary Septimal Key.

Unfortunately, there's little time to worry about that now—you've got one very peeved Maze to deal with first. As with Twinblade and Thunder before him, Maze can only be damaged from behind. To make matters worse, Maze has a full arsenal of devastating Spells, so getting in close can be a challenge.



Melee combatants should make use of Assassin Rush to zip behind him, or combine Slow Time with some carefully executed rolls. Ranged specialists, meanwhile, should stand far enough back that Maze begins lobbing magical shots. Lock-on and fire off a charged Multi Arrow immediately after his Spell is cast.

Once you've begun whittling Maze's health down, he relocates to a different part of town, as indicated by the Gold Quest Marker. Leg it over, dealing with any Screamers on the way, and start laying into him again.

Toward the end of the battle, Maze teleports into the lighthouse. There's little room to manoeuvre inside, but your best bet is to lure him to ground level and deal with him there. Keep your distance to avoid his area-of-effect Spells and hack away when an opening arises, using all the defensive Melee moves in your arsenal. Ranged attacks are likely to be of little use in such close confines, however. Once Maze is defeated and the scope of Jack's plans are revealed, the Maze's Clasp Trophy—and an element of begrudging respect—will be yours.

QUEST COMPLETED

Return to Hook Coast

ACHIEVEMENT

25

THERE'S ALWAYS A LIGHTHOUSE

You brought Maze's treacherous misdeeds to an abrupt end—and only very nearly blew up a lighthouse in the process. Well, it's not as if it's going to play a major role in the next chapter or anything, is it?

Jack and the Focus Sites

With Maze now nothing but a damp red spot on a crisp white sheet of snow, return to the Heroes' Guild and speak with the Guildmaster. Jack of Blades is rampaging across Albion, attempting to activate the four Focus Sites scattered throughout the land. To begin your final quest and your last chance to thwart Jack's plans, step into the Guild's Cullis Gate.

QUEST START

Try to Stop Jack of Blades

Summary: Stop Jack from activating the Witchwood Focus Site.

Money Reward: 5,000 **Renown Reward:** 800

Your first destination is Witchwood, and, as you'll soon discover, you're not acting alone. City Guards, Guild members, and your fellow Heroes are all along for the final, climactic battle—meaning you can concentrate on reaching the Focus Sites while your allies hold back the enemy forces.

Once you catch up with Jack, you're immediately transported to Orchard Farm. You need to make your way to the Greatwood Lake Focus Site to the west, dealing with any opponents that get in your way. Again, you're too late to stop Jack and, again, you follow him to the next Focus Site, this time in the very depths of Hobbe Cave. Proceed along the path ahead until you reach the Focus Chamber at the far end of the cave system.

With three of the four Focus Sites now active, it's time to make your way to Gibbet Woods. By now, the route ahead is packed with fearsome Minions so be prepared to break out your best defensive moves as you high-tail it to the final Focus Site. Of course, you're too late again, and, with all four Focus Sites now feeding Jack ancient, unspeakable power, there's little to do but follow his instructions and return to the Heroes' Guild.

QUEST COMPLETED

Try to Stop Jack of Blades

The Final Battle

The Heroes' Guild is in turmoil but there's little to do but push on through the burning corridors. Climb the staircase as you enter the Map Room to swipe a Resurrection Phial from the balcony, Back on the ground floor, head down the steps and search out the handy Health Potions nearby. When you're done, enter the library through the left-hand archway.

QUEST START

Battle Jack of Blades

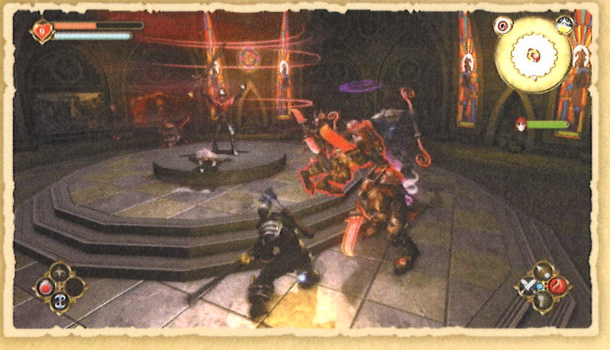
Summary: Fight Jack of Blades.

Money Reward: 20,000 **Renown Reward:** 4,000

Continue onward into the Guild Caves, swiping the Oak Longbow from the fallen soldier if you need it. Finally, proceed into the Chamber of Fate and ready yourself for one last battle.

Before you even consider taking on Jack, turn your attention to his Minion lackeys. Use the ever-handy Slow Time Spell to bring their movements to a crawl and lay in with everything you've got until each of them is down.

Your first round against Jack is largely Melee-focused. He's a sharp blocker so make the most of your Flourishes here, rolling out of the way whenever he thrusts his sword forward to unleash a magical attack. After a few successful hits, Jack zips out of reach—you need to rush in and continue your Flourish strikes, but be wary of his Spells as you make your approach.



Once you've got Jack down to about half of his health, he retreats to the centre of the chamber, levitating into the air. You've no choice here but to resort to Ranged attacks. His large arsenal of projectile strikes are extremely difficult to dodge, but, luckily, you don't have to—simply use the rock spires around the room as cover. As ever, Multi Arrow proves particularly effective, so let off a fully charged, magical-enhanced bolt between Jack's assaults.

Eventually, more Minions swarm the room. Either stick close to your cover and take them out from there or—if Jack's on his last flecks of health—try and avoid their attacks by circling around, unleashing a final volley of Multi Arrows at your main target. Keep it up and Jack won't be long for this world.

A Choice for the Ages

Once the battle is over, there's still one last choice to make. Do you cast the mighty Sword of Aeons into the vortex, ridding the world of its Evil influence forever—or do you strike down your sister and claim its Legendary power as your own? Choose wisely, Hero; a lifetime of Good or Evil deeds can be reversed with this single decision.

QUEST COMPLETED

Battle Jack of Blades

ACHIEVEMENT

A WILD JACK APPEARS

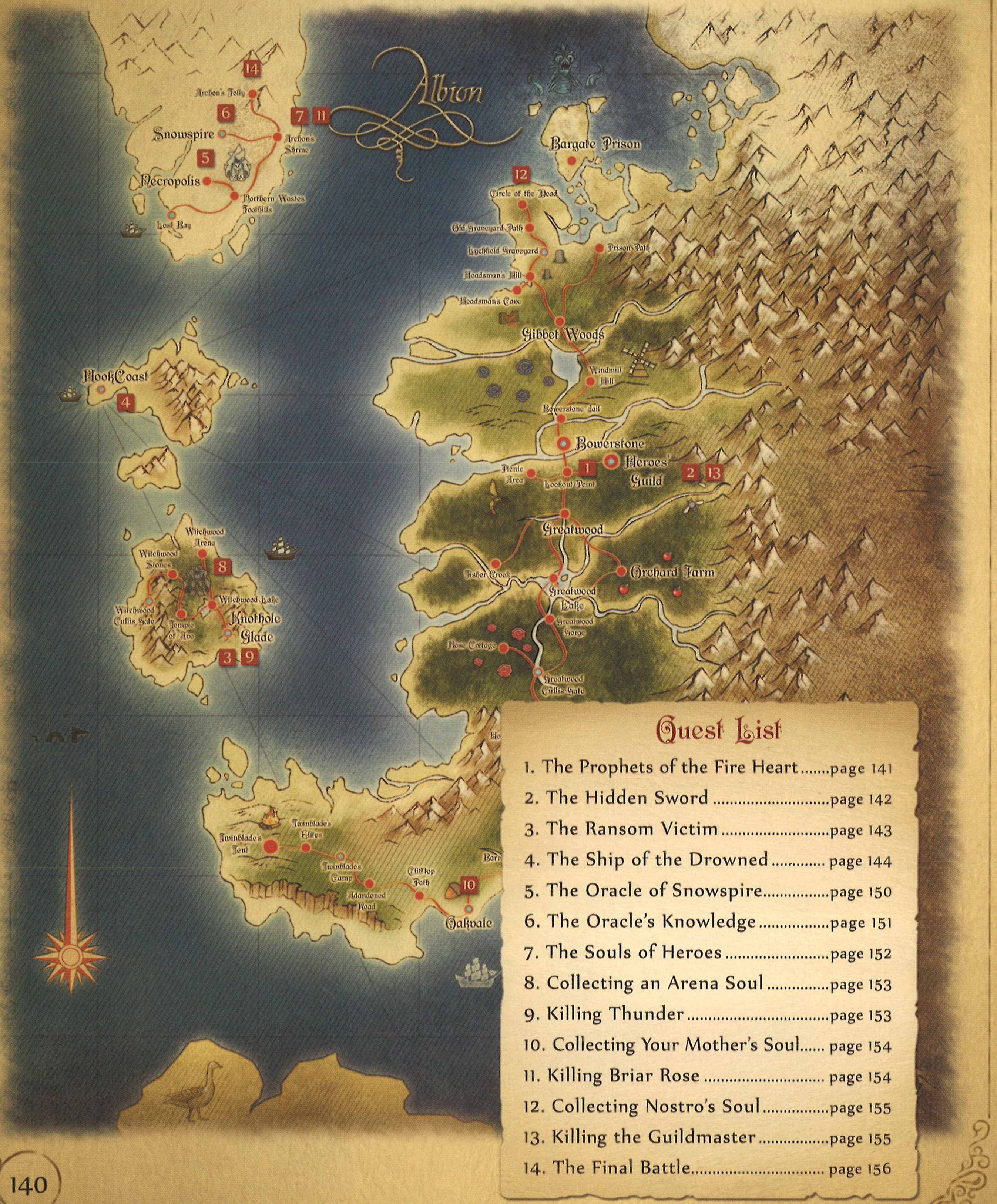
50

Jack is defeated and a decision has been made. But was it the right choice?

TIP

Good-hearted Heroes needn't feel hard-done by. If you chucked away the Sword of Aeons to save your sister, another equally formidable weapon awaits on the next leg of your quest. Rejoice!

Chapter 3.6 ~ Walkthrough: The Heroes' Guild to Archon's Folly


Albion
14
Archon's Folly
6
7
11
Snowspire
Archon's Shrine
5
Necropolis
Northern Wastes Foothills
Lost Bay
Bargate Prison
12
Circle of the Dead
Old Graveyard Path
Lychfield Graveyard
Prison Path
Headsman's Hill
Headsman's Cave
Gibbet Woods
Windmill Hill
Bowerstone Jail
Bowerstone
Heroes' Guild
1
2
13
Picnic Area
Lookout Point
Hook Coast
4
Greatwood
Orchard Farm
Fisher Creek
Greatwood Lake
Greatwood Gorge
Rose Cottage
Greatwood Cullis Gate
Witchwood Arena
Witchwood Stones
8
Witchwood Lake
Witchwood Cullis Gate
Temple of Avo
Knothole Glade
3
9
Twinblade's Tent
Twinblade's Elites
Twinblade's Camp
Adandoned Road
Clifftop Path
10
Oakvale

Quest List

1. The Prophets of the Fire Heart.......page 141
2. The Hidden Sword............................page 142
3. The Ransom Victim..........................page 143
4. The Ship of the Drowned............. page 144
5. The Oracle of Snowspire................page 150
6. The Oracle's Knowledge.................page 151
7. The Souls of Heroes.........................page 152
8. Collecting an Arena Soul...............page 153
9. Killing Thunder.................................page 153
10. Collecting Your Mother's Soul...... page 154
11. Killing Briar Rose............................ page 154
12. Collecting Nostro's Soul................page 155
13. Killing the Guildmaster.................page 155
14. The Final Battle.............................. page 156

Time has passed and your Hero-ing services are required once more. Finish paying your respects in Memorial Garden, then return to the newly restored Heroes' Guild. They don't hang about, those Albion stonemasons, do they?

NOTE

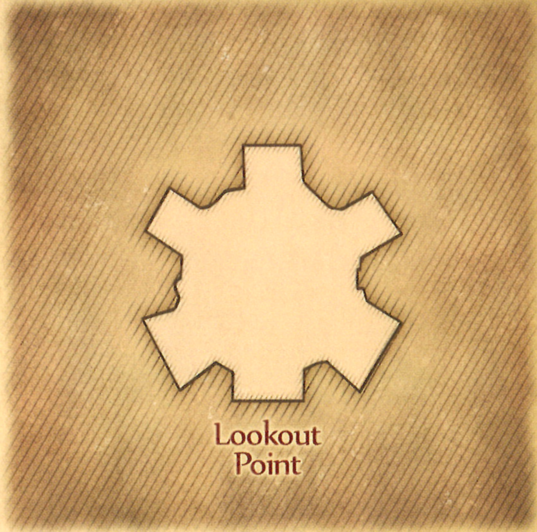
Now that Jack of Blades' reign of terror is over, all of your incomplete quests are available again—feel free to finish them off at your earliest convenience.

Back at the Heroes' Guild, take some time to spend all that lovely Experience you earned from defeating Jack, then make your way to Lookout Point.

The Prophets of the Fire Heart

Something strange is afoot in the Northern Wastes, and Scythe (remember him?) requires your assistance. If you've been curious about the faceless Demon Door at Lookout Point, then wonder no more. The Primal Demon Door, as it's known, has awoken from its slumber and demands an audience with Albion's greatest Hero—that, as it happens, is you. Once you've spoken to the door, steel yourself and step boldly into the Prophets' Chamber.

The Prophets' Chamber



QUEST START

The Prophets of the Fire Heart

Summary: Turn all the tiles to Sun signs to free a Prophet. Turn them all to Moon signs to kill one. Complete all five rounds to claim the Fire Heart.

Money Reward: 5,000 **Renown Reward:** 250

As the captive prophets explain, you must solve the chamber's puzzle in order to claim the Fire Heart and summon the mysterious Ship of the Drowned—the only means of reaching the distant Northern Wastes.

To complete the challenge, flip each puzzle tile so that only Sun signs—or, if you're feeling particularly nefarious, Moon signs—are displayed. Each time you complete a round with all Sun tiles revealed, a prophet will be set free. Finish a round with only Moon tiles showing, however, and a prophet will perish. Needless to say, the path you choose has a major impact on your Good or Evil Alignment.

Tiles are flipped simply by stepping onto them—but the Fire Heart grows stronger with every beat, threatening to engulf dawdlers in its flame. Keep an eye on the timer to ensure you're not about to become Hero flambé.

RELEASE THE PROPHETS

To complete all five puzzles with only Sun signs showing, follow these directions:

PUZZLE 1

Directions: Up, Down, Up, Up, Down, Up, Right, Left, Up, Right, Right, Right

PUZZLE 2

Directions: Right, Up, Right, Left, Down, Up, Left, Up, Up, Right, Right, Right

PUZZLE 3

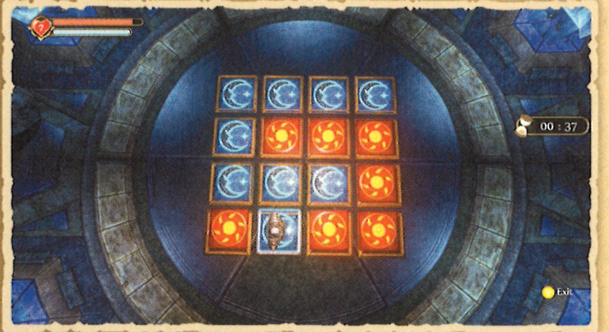
Directions: Up, Up, Right, Up, Down, Right, Up, Down, Right, Down, Down, Left, Left, Left

PUZZLE 4

Directions: Right, Right, Right, Up, Up, Up, Left, Left, Left, Down, Down, Right, Up, Right, Down, Down, Left, Left, Up, Up, Up

PUZZLE 5

Directions: Up, Up, Up, Right, Right, Right, Left, Down, Up, Down, Down, Up, Down, Down, Up, Down, Right, Left, Left, Left



KILL THE PROPHETS

To complete all five puzzles with only Moon signs showing, follow these steps:

PUZZLE 1

Directions: Right, Right, Right, Up, Up, Left, Down, Left

PUZZLE 2

Directions: Right, Left, Right, Up, Right, Left, Left, Up, Up, Right, Down, Down, Up, Up, Right, Right, Left, Left, Right

PUZZLE 3

Directions: Up, Up, Right, Up, Down, Right, Up, Down, Right, Down, Down, Left, Left, Left

PUZZLE 4

Directions: Right, Right, Right, Up, Up, Up, Left, Left, Left, Down, Down, Right, Up, Right, Down, Down, Left, Left, Up, Up, Up

PUZZLE 5

Directions: Up, Up, Up, Right, Right, Right, Left, Down, Up, Down, Down, Up, Down, Down, Up, Down, Right, Left, Left, Left

Once all five rounds of the puzzle are complete, the legendary Fire Heart, the Fire Heart Band Trophy, and the brand-new Ship of the Damned story quest are yours.

QUEST COMPLETED

The Prophets of the Fire Heart

Back outside, your Hero chums congratulate you on your success—bid them farewell and return to the Heroes' Guild. If you saved the Sword of Aeons following your battle with Jack of Blades, you can collect the Ransom Victim quest from the Map Table and get stuck straight in. However, those that elected to cast the Sword of Aeons into the Void have one small matter to attend to first.

The Hidden Sword

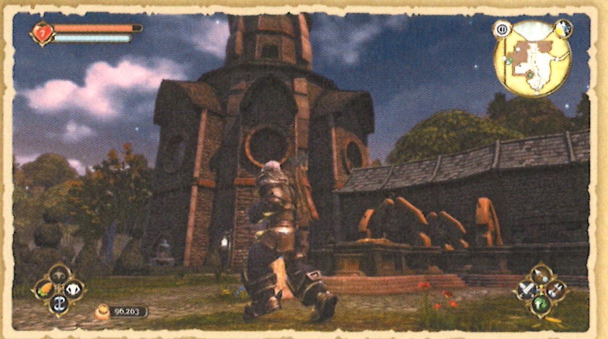
QUEST START

The Hidden Sword

Summary: Investigate the legend of a powerful sword hidden deep in the Guild.

Money Reward: 0 **Renown Reward:** 0

Good Heroes should head to the tower in the south of the Guild's gardens and pay a visit to Maze's study. Once there, check out the glowing bookshelf containing Maze's notes on the whereabouts of a second Legendary sword.



Back in the courtyard, examine the description on the grave to the west. Just as Maze predicted, the old spirits of the Guild cast judgment on your actions and, thankfully, deem you worthy enough to wield the Legendary Longsword Avo's Tear. This sleek, shiny, and piously powerful new weapon is the Good equivalent of the Sword of Aeons. Don't forget to equip it!

QUEST COMPLETED

The Hidden Sword

The Ransom Victim

When you're ready to face the perils ahead, collect the Ransom Victim quest from the Map Table and begin making preparations for the next leg of your adventure. If you're the boasting sort, now's your chance!

THE RANSOM VICTIM ~ BOASTS

BOASTS	CRITERIA	WAGER	REWARD
Fist Fighter	Use no weapons or offensive magic.	200	600
Kill the Kidnappers	Kill the kidnapper and his Guards.	400	1,000
No Protection	Do the quest naked.	100	300
Victim Not Harmed	Don't let the victim get hurt.	400	1,000
Without a Scratch	Take no damage.	300	900

Next, teleport to Knothole Glade and speak to the Chief outside the building in the south-west. It seems that those pesky Bandits have been up to their usual tricks and kidnapped the Chief's son. Unsurprisingly, you're tasked with mounting a rescue operation. However, before you can hoist sword and get on your way, you're visited by the Chief's other son—and he has an altogether more sinister proposition for you. What a scoundrel.

QUEST START

The Ransom Victim

Summary: Return the Knothole Glade Chief's son who is being held for ransom.

Money Reward: 3,000 **Renown Reward:** 500

However you decide to end the quest, your first steps are always the same. If you'd like the help of some hired muscle, enter the house and speak with the Chief to make use of his personal Guard. Next, leave Knothole Glade and wind your way through the forest toward Witchwood Stones.

NOTE

The route ahead is now teeming with formidable opponents, including Balverines and an extremely peeved Troll. However, your brand-new blade will make light work of anything that gets in your way.

Once you reach Witchwood Stones, step through the Demon Door and prepare to confront the kidnapper. If you choose to ignore his demands and keep the ransom money for yourself, expect to battle an Assassin before proceeding. Also note that you'll have to contend with a heap of Bandits and Assassins on your way back to Knothole Glade if you refuse to pay up. Interestingly, though, it's easier to get the boy home in one piece this way—the forest wildlife that you face otherwise can be a real challenge.

When you're ready to begin the journey back, make your tiny charge Wait inside the cave entrance and run out to clear the area of enemies—this is particularly important if you took the Victim Not Harmed Boast earlier. Next, return to the boy, command him to Follow, and start the long walk home.

TIP

Don't forget to use your Heal Life Spell if your young companion starts to look a little peaky.

Next, command your (increasingly irritating) charge to Wait outside the entrance to the Temple of Avo area, then move on alone to rid it of enemies. When you're done, return for the boy and deposit him by the Temple of Avo exit to Witchwood Lake. If nothing else, you won't have to listen to his whining for a while. Once peace is restored, reclaim your insufferable pal and make the final trek into Knothole Glade—keeping watch for random Balverine attacks on your way.

When you reach Knothole Glade, it's time to decide what you want to do with the boy. If you choose to turn him over to his brother, head along the narrow path to the east immediately on entering the area. If there's a speck of decency left in your soul, though, return to the Chief's hut in the south-west to reunite father and son. As one last display of your piousness, you can even tell daddy what his other son was up to—someone's going to get a spanking later. Whatever your choice, once the boy is off your hands, the quest is complete. Well done, you.

QUEST COMPLETED
The Ransom Victim

More Adventures in Hook Coast

When you're ready to proceed with the next story quest, teleport over to Hook Coast and prepare to learn the terrible truth behind that mysterious lighthouse plinth. Okay, fine, so it's not that terrible, but at least your interest is piqued.

QUEST START
The Ship of the Drowned

Summary: Activate the Hook Coast Lighthouse to summon the ghost ship.

Money Reward: 5,000 **Renown Reward:** 800

As soon as you arrive at Hook Coast, head to the lighthouse in the south and make your way upstairs. With the Fire Heart now in your possession, all you need do is examine the pedestal up top to bring the accursed Ship of the Drowned into port. Be warned, though; once the Fire Heart is in place, the lighthouse is almost immediately besieged by three Summoners.

You need to deal with them quickly, before they can destroy the Fire Heart and bring your quest to a premature close. Once you've defeated the first Summoner, two more appear in the area, alongside a few Minion chums. Luckily, with your new-fangled blade, Summoners are a bit of a pushover—just avoid landing a Melee strike while they're charging a Spell. Conveniently, their magical blasts damage nearby Minions, meaning you can simply dodge away from Minion attacks and focus your attention on the big guys without fear of peripheral damage.

Once the final Summoner is defeated, their Minions vanish, too. Now's your chance to board the fabled Ship of the Drowned and begin your voyage to colder, less welcoming climes.

QUEST COMPLETED

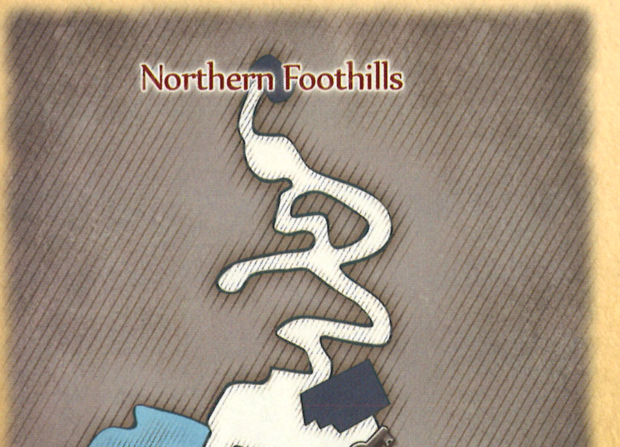
The Ship of the Drowned

ACHIEVEMENT

WINTER IS COMING
You've hitched a lift on the ghastly Ship of the Drowned and not gone stark raving bonkers by the end of the journey. Hope you packed your mittens!

25

The Lost Bay



As you take your first gulp of ice cold air in the Northern Wastes, Scythe appears, demanding your presence at Snowspire Village to the north. However, before you begin your perilous journey into the peaks, it's worth taking a moment to ransack the area for its numerous treasures.

Begin by entering the derelict house nearby and smash up the barrels to pocket a Diamond and Furite Swirl Torso Tattoo—then plod upstairs to retrieve the Resurrection Phial from the chest. Back outside, dig in the grave against the building's south-east-facing wall to uncover a Silver Key.

Finally, follow the south-eastern path all the way to the end and admire the currently inaccessible 30-Key Silver Key Chest. This little beauty contains the Legendary Longsword The Avenger, plus a bunch of valuable gems—so make a note of it for later. Before you leave the area, fish in the water opposite the chest to reel in an always-useful Elixir of Life.

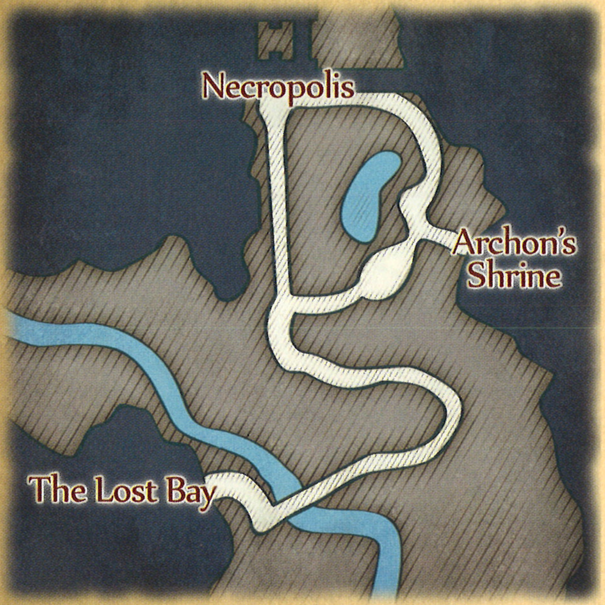
Return to the shore and climb the large stone steps leading north. At the top, look left and free the Holy Warrior Helm from its chesty resting place nearby. About-face and follow the snowy track as it continues winding northward. Note the short path to the left as you ascend—it leads to a handy Cullis Gate, should you want to return later.

As you reach the peak, brace yourself; there's a nasty surprise awaiting in the form of a never-before-seen, incredibly powerful Ice Troll. This ancient creature is a little different from its smaller, comparatively cuddlier brethren back on the mainland. Aside from its frosty, imposing demeanour, the Ice Troll has a range of devastating elemental attacks that all Heroes should be wary of. For starters, it's able to unleash a deadly cascade of ice shards from the earth, racing straight toward their foes. What's more, the Ice Troll can summon ice crystals directly beneath an opponents' feet—making them just as brutal from afar.

Luckily, your old Troll strategies work just as well here. Use Slow Time to give yourself a few precious extra moments to react to the beast's attacks and unleash a torrent of fully charged Multi Arrows when an opening becomes available. Alternatively, daring Melee combatants can rush in and do some direct damage—but be ready to dodge backward when the Troll begins to pound the ground.

Once you've sent your chilly chum packing, press onward into the icy cavern, beyond which the Northern Foothills await.

Northern Foothills



Before you begin to explore this perilous, winding path, swipe the handful of discarded items in the alcove immediately to your left. Tip your hat to their previous owner, then proceed north. The route ahead is heaving with enemies so tread carefully as you slalom toward your destination.

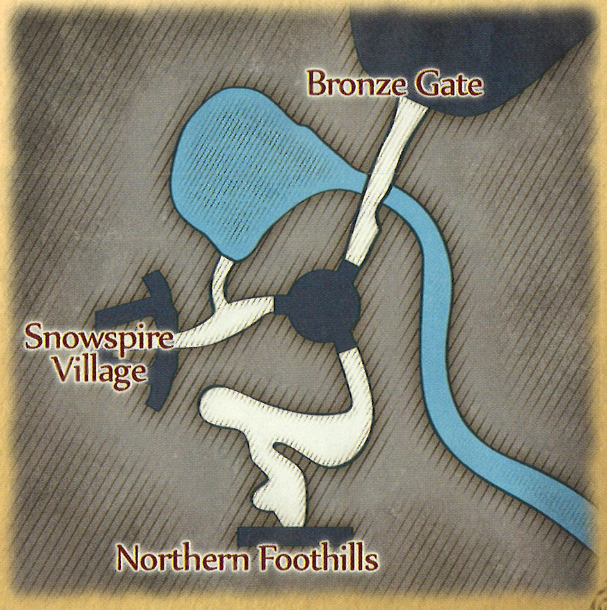
Glance to the right as you reach the old stone bridge and raid the nearby chest to secure an Ages of Will Potion. Next, cross the bridge and prepare to confront the legendary Frost Balverine—a stronger, more aggressive variant of your old mainland foe. Use your preferred Balverine take-down strategy to deal with your assailants and be sure to keep watch for their devastating claw attacks. As you reach the eastern-most bend, look for the grave tucked away to the left and use your Spade to dig up the Furite Stripe Face Tattoo.

Press onward and pluck the Health Augmentation from the chest at the side of the road, just before the stone steps. Here, the path splits in two—one road heading east and the other continuing to the north. Unfortunately, the northern gates are sealed right now so east is your only option—and, more unfortunately still, another pack of Frost Balverines lies in wait.

Particularly unlucky Heroes may also encounter a Succubus Queen in the area. This elite Nymph variant can withstand a serious pummelling and, to make matters worse, has the power to summon Wraiths—formidable, frozen Undead warriors. Wraiths are master blockers and it's incredibly tough to deal out damage unless you can launch a strike from behind.

Thankfully, though, your destination is near. If you can't face an army of ice-cold opponents, simply make a dash for the cave entrance along the path to the east.

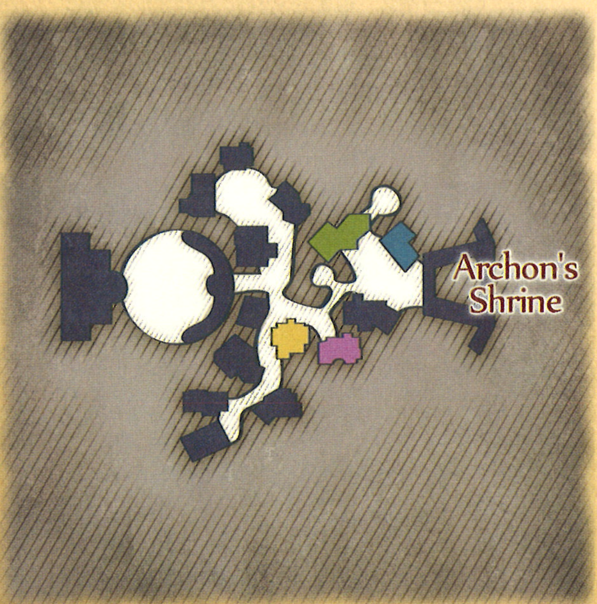
Archon's Shrine



This mercifully enemy-free area is home to another Cullis Gate and a light smattering of loot. Once through the archway, take a left at the junction and follow the path to its end. Here, you'll find a chest containing the mighty Orkon's Club. Shove it in your stash, then follow the road all the way east. Once you reach the water, use your Rod to reel in an Elixir of Life, then make your way up the slope you passed a moment ago.

Briar Rose greets you at the nearby shrine and instructs you to visit Snowspire Village to the west. Before you do, though, take the road leading north-east toward the huge bronze gates. On the right, just ahead of the snow-covered steps, lies a chest containing the ever-so-slightly terrifying Daemon Warrior Helm. Grab it, then follow the path leading west, keeping watch for the little enclave on the right. Fish in the water here to earn yourself a Will Master's Elixir, then head through the western exit into Snowspire.

Snowspire Village



Inside the village, you're immediately accosted by Scythe. The old Hero tells you of the Guild's attempts to activate the great Snowspire Oracle—attempts that have proven fruitless without the fabled Glyphs of Inquiry, hidden deep within the haunted Necropolis. Can you guess what's coming next?

Before you go thundering off in pursuit of the Glyphs, you should take a few minutes to explore the surprisingly bountiful settlement of Snowspire. First, raid the cluster of houses to the south—you'll find a Big Blue Box Back Tattoo, a Furite War Leg Tattoo, an Autumn Leaves Tattoo, an Ages of Will Potion, the Fire Assassin Boots, the Fire Assassin Gloves, and the Book of Spells. Next, explore the barns at the end of the path to pocket a Furite Deathhead Torso Tattoo, a Furite Flame Stomach Tattoo, and an Amethyst.

When you're done, visit the houses to the north and pilfer the Fire Assassin Trousers, the Furite Flash Face Tattoo, an Emerald, the Big Blue Box Chest Tattoo, a Furite Deathhead Back Tattoo, a Creatures of the North book, and a Sharpening Augmentation. Assuming your pockets can withstand the additional strain, finish up by visiting the house to the east—there's a Fire Assassin Shirt, Furite Flame Back Tattoo, Lionhead Chest Tattoo, and a Health Potion in it for you. And probably an imminent groin injury from attempting to lug that little lot around.

Finally, swing by the tavern in the centre of the village and follow the wooden walkway around to the left. At the end you'll discover a tiny graveyard—use your Spade on the graves to unearth a doubtlessly moist Dragon Tattoo, Lionhead Back Tattoo, and Amethyst.

There are a few other points of interest in Snowspire Village—namely the infamous Snowspire Charity Shop and Coin Golf at the tavern. Once you're done with those, make your way east, back to Archon's Shrine.

THE COIN GOLF MINI ~ GAME REVISITED

Remember all that fun you had with Coin Golf back in Oakvale? Well, now's your chance to relive those halcyon days, courtesy of the gentleman seated within the Snowspire tavern. If you manage to complete all four rounds of his game in 10 moves or less, you'll win the Scythe Hero Doll—the final item needed to complete the epic Collect the Hero Dolls quest.

HOLE 1

Bounce the coin off the left side of the right-hand mug with a full-powered shot to slide it into the centre of the table. One more low-powered flick should reach the hole effortlessly.

HOLE 2

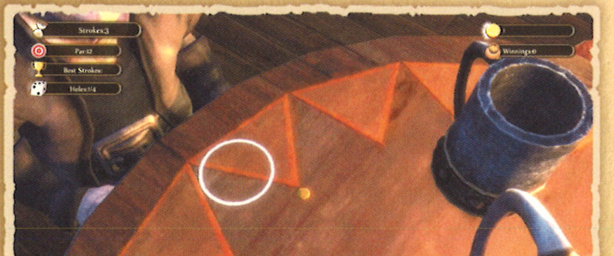
Focus your attention on the right-hand glass, then unleash a mid-powered flick. You're not aiming to hit the glass but to bring the coin to a stop between it and the other glass nearby. From there, you've a direct view of the hole—which you should reach with another mid-charged shot.

HOLE 3

Carefully aim between the two glasses and let rip with a medium-powered shot. Your coin should slide to a halt just next to the hole. One more gentle tap is all you need to get it in.

HOLE 4

Flick your coin between the glass and the mug to the left with a mid-charged shot. With any luck, it should come to a stop between the two mugs close by, giving a direct view of the hole near the edge of the table.



Once all seven Hero Dolls are in your possession (the Doll of You doesn't count), hand them over to the teacher at the Bowerstone South school. Your considerable efforts are rewarded with the delightfully Evil, if not-especially-useful, Jack of Blades Hero Doll—plus the rather more impressive Fable Heroes Achievement.

QUEST COMPLETED

Collect the Hero Dolls

SNOWSPIRE CHARITY SHOP

Alongside the usual array of fine shopping establishments, Snowspire Village is home to the Snowspire Charity Shop. You can't sell items here, but you can donate them—and the more valuable your donation, the more Good points you receive in return. As an added bonus, if you frequently donate items of worth, rare trinkets will appear on the shelves, ready for purchase.

Shopping in Snowspire Village

CLOTHING

HEAD	VALUE
Guard Hat	102
Redhead Wig	102
HANDS	**VALUE**
Bright Plate Gauntlets	1,868
Dark Dress Gloves	13
Dark Plate Gauntlets	1,765
Guard Gloves	102
TORSO	**VALUE**
Bright Plate Chest	7,261
Dark Plate Chest	7,673
Dark Upper Dress	51
Guard Shirt	383
LEGS	**VALUE**
Bright Plate Leggings	6,744
Dark Lower Dress	41
Dark Plate Leggings	6,430
Guard Trousers	325
FEET	**VALUE**
Bright Plate Boots	981
Dark Plate Boots	1,005
Guard Boots	46

WEAPONS

MELEE	VALUE
Master Axe	14,752
Master Cleaver	15,152
Master Greataxe	24,384
Master Greathammer	27,433
Master Greatmace	25,908
Master Greatsword	29,420
Master Katana	19,495
Master Longsword	16,823
Master Mace	13,277
Master Pickhammer	12,387
RANGED	**VALUE**
Master Crossbow	21,657
Master Longbow	19,491
OTHER	**VALUE**
Experience Augmentation	49,300
Flame Augmentation	1,064
Health Augmentation	44,370
Lightning Augmentation	1,289
Mana Augmentation	44,370
Piercing Augmentation	2,148
Sharpening Augmentation	2,459
Silver Augmentation	1,841

ITEMS

POTIONS	VALUE
Health Potion	66
Resurrection Phial	486
Will Potion	61
GIFTS	**VALUE**
Chocolates	3
Fake Wedding Ring	191
Perfume	113
Red Rose	17
Wedding Ring	976
PRODUCE	**VALUE**
Apple Pie	4
Carrot	1
Cider Crate	37
Fish	12
Flour Sack	31
Grain Sack	7
Green Apple	1
Red Meat	9
OTHER	**VALUE**
Fishing Rod	54
Spade	194

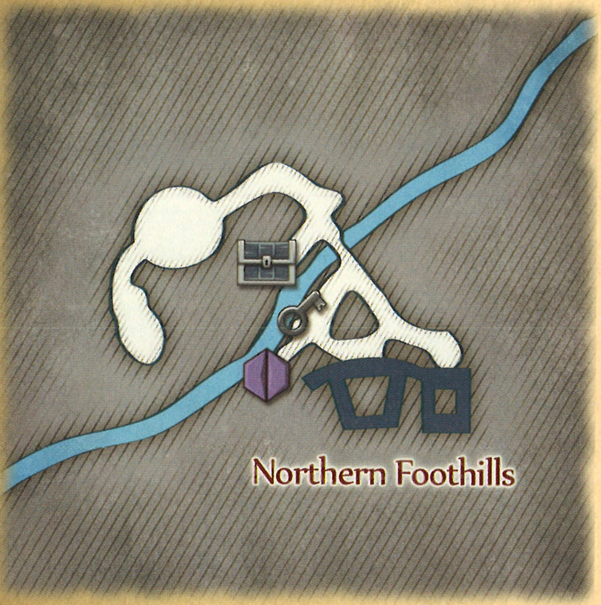
WANTED

WANTED	VALUE
Fish	18
Fishing Rod	51
Piercing Augmentation	2,041
Sharpening Augmentation	2,337
Silver Augmentation	1,750
Wedding Ring	927

To The Necropolis

To reach the Necropolis—home to the four Glyphs of Inquiry—return to Archon's Shrine and leave the area via the southern exit. Back in the Northern Foothills, follow the path around to the north, dealing with any frozen fauna that gets in your way. Upon arrival at the Necropolis' huge, sealed gates, a quick chat with the local Guard is all it takes to access this terrifying relic of a long-gone civilisation.

Necropolis



QUEST START

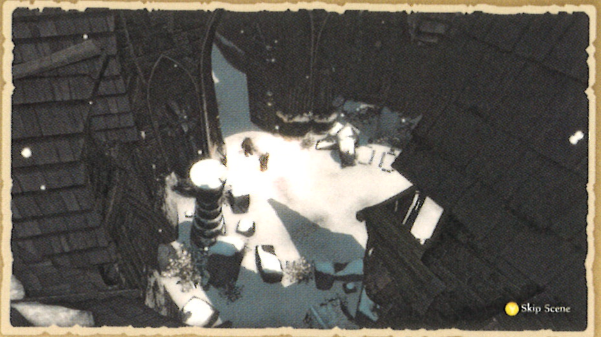
The Oracle of Snowspire

Summary: Activate the Snowspire Oracle.

Money Reward: 0 **Renown Reward:** 0

This once-bustling town lies deserted now, it's true name lost alongside the citizens it sought to protect. All that remains are empty streets and the ghostly whispers of those that witnessed its fall first-hand.

The four Glymphs of Inquiry you seek (Yeron's Tablet, Moryk's Tablet, Calran's Tablet, and Avisto's Tablet) are buried somewhere in the Wraith and Balverine-infested ruins of the Necropolis, randomly placed beneath the glowing headstones that litter the area. Once you locate a new cluster of graves (follow the green markers on your mini-map if you need help), whip out your Spade, and get stuck into the putrid earth.



Be warned, though, not all graves contain the treasures you seek. Some hold beneficial items while others contain false Glyphs—red-spattered stones with the power to call Summoners and Minions into this realm. Thankfully, though, opponents only appear in small groups, meaning it's potentially worth raiding every grave for items—assuming you don't mind getting your hands dirty.

TIP

If you really don't fancy digging in every single patch of earth, there's a neat little trick to locating the Glyphs unscathed. You see, each grave's inscription gives some hint as to its contents. Read them and you'll discover that most tell of their inhabitant's tragic demise. A handful, though, have a more positive outlook on the afterlife. Dig in these!

Look immediately to the left as you enter the Necropolis to locate the first batch of gravestones. Once you've revealed their spoils, begin moving north. As the road ahead forks, take the north-western path to find an Ages of Skill Potion in a nearby chest, alongside another cluster of graves. Continue onward, excavating more resting places as the path bends east, and keep an eye out for the Big Beard card lying near a statue close to the bridge.

When you're ready to move on, cross the bridge leading north and take a left, following the path to its end. Here, you'll find a 25-Key Silver Key Chest (which you should be equipped to open by now) containing Archon's Battle Helmet, Archon's Battle Chest Piece, Archon's Battle Gauntlets, Archon's Battle Leggings, and Archon's Battle Boots—a fine choice of armour for combat-happy Heroes. Before you retrace your steps, look for a second chest containing an Ages of Might Potion up the staircase to the right.

More graves huddle either side of the abandoned square in the north-west of town and, once you've investigated those, swipe the Furite Arm Tattoo and Furite Swirl Back Tattoo tucked alongside the nearby mausoleum. Your final destination lies at the very end of the road winding away from the square to the south-west.

Alas, the route is blocked by a huge Ice Troll so ready yourself for battle. The Troll's multiple ice trails can be a real pain in these relatively tight confines so give yourself a bit of breathing space with Slow Time and pile on the Multi Arrows or snake in for a bold Melee strike.

With the Ice Troll defeated, head onward to the final Glyph's resting place. Of course, nothing is ever as easy as it looks and a magical seal appears behind you—blocking your exit and leaving little choice but to confront the Minions and Summoners in the area. Slow Time is a real blessing here, enabling you to zip quickly around to the back of your opponents, where they're most vulnerable. Once all four Glyphs—and the Summoner's Gauntlet Trophy reward—are in your possession, teleport back to Snowspire where Scythe awaits.

QUEST COMPLETED

The Oracle of Snowspire

THE NECROPOLIS DEMON DOOR

If you plan to impress this greedy little door, you'll need to do far more than don your best frock or fart on a chicken. Don't be too hasty to agree to its demands, however—if you turn over every Silver Key in your possession, as it requests, that's the last you'll see of them. Be sure to open every single Silver Key Chest in Albion before giving up your stash. Your ultimate reward for satisfying this particular Demon Door is the Legendary Bereaver—and, through the hypnotic powers of this guide, a possible urge to trump on livestock.

Paging The Oracle

QUEST START

The Oracle's Knowledge

Summary: Return to the Oracle with the Glyph Expressions that will activate it.

Money Reward: 0 **Renown Reward:** 0

Back in Snowspire Village, use the four Glyph stones to rouse the Oracle from its aeons-long slumber. Thankfully, it's in remarkably good spirits, despite the rude awakening, and foretells of Jack of Blades return. It seems that his reinvigorated form lies beyond that bloody great Bronze Gate to the east. Briar Rose has more information at Archon's Shrine, so bid your farewells and get going.

NOTE

With the Glyphs of Inquiry Expressions now yours, you're able to call upon the Oracle's knowledge whenever you choose. Simply stand atop the platform overlooking the Oracle and use your new Expressions as you would any other. The Moryk Expression reveals more on the lore of Albion, the Yeron Expression elicits information on its people, the Calran Expression summons knowledge of Albion's beast and fiends, while Avisto is your key to learning more of Albion's colourful history. There's some juicy stuff to be heard so it's worth taking time to chat.

QUEST COMPLETED

The Oracle's Knowledge

ACHIEVEMENT

ARE YOU LISTENING TO ME?

25

You fought demons in the depths of the Necropolis, felt the chilly grip of infinite despair —and for what? The world's most elaborate disco tribute? Here, have another Achievement—it'll help ease the pain.

The Souls of Heroes

Once you've arrived at Archon's Shrine, speak to Briar Rose for the run-down on your next quest. It seems that only the souls of three great Heroes can open the Bronze Gate that stands between you and Jack's terrible new form. The first of these souls belongs to the King of the Arena and Briar Rose, reasonably, suggests you track down Thunder in Knothole Glade for more information. When you're ready to begin, whip out your Guild Seal and beam on over.

QUEST START

The Souls of Heroes

Summary: To open the Bronze Gate, you must gather three Hero Souls matching the descriptions in Archon's Shrine.

Money Reward: 8000 **Renown Reward:** 100

In order to complete the Souls of Heroes quest, you need to consult Thunder, Briar Rose, and, finally, the Guildmaster to learn the whereabouts of each hidden soul. Recovering all three souls demands that you retrace your steps, visiting key locations from earlier in your adventures. However, by some staggering coincidence, your three Hero chums perfectly fit the criteria for each of the souls you need. In other words, if you'd rather not go traipsing around again, you could always just... take the ones in front of you?

NOTE

Taking the souls of the long-dead is considered a Good deed while stealing the souls of the still-very-much-living is not. Both options play out considerably differently, as you'll soon see.

The King of the Arena

COLLECTING AN ARENA SOUL

Once you find Thunder in Knothole Glade, he urges you to visit the Arena—a fairly logical place to find a soul with the title "King of the Arena." As soon as you reach your destination, step inside and prepare to battle the Summoners causing havoc throughout the Hall of Heroes. You've fought enough of them by now to know their weaknesses—so knuckle down, then make your way through the door to the north-east when you're ready

You should recognise the Arena Preparation Area from your earlier travels. However, this time around, the room is deserted—unless you count the hundreds of corpses littering the floor. Don't get too gloomy, though—the abandoned shop in the centre of the room has a whole host of potions worth pilfering. With your pockets a little heavier, head north into the Arena itself.

QUEST START

Collecting an Arena Soul

Summary: Collect an Arena Soul.

Money Reward: 0 **Renown Reward:** 500

Once again, your time in the Arena is spent battling through several waves of increasingly challenging opponents. Thankfully, with only three rounds to beat, it won't be long before victory—and the Arena Soul—are yours.

ROUND 1

Your first challenge comes in the form of two Trolls and a handful of Minions. Immediately activate Slow Time and focus your attention on your smaller foes—there's no way you can take on the Trolls with Minions nipping at your heels. Once they're out of the picture, use your preferred method of battle to bring down your boulder-tossing chums.

Don't rest easy just yet, though—a second wave begins almost immediately. Start the fight by clearing out any Minions in the area, then ready yourself for more. Next, you need to switch your attention back and forth between the incoming Minion hordes and your two new Troll opponents. It's certainly tricky, but your previous strategies should work just as well here.

ROUND 2

Your next battle is split into two waves of Minions and Balverines—the only difference being that the second wave is a touch more brutal. Still, you're a veritable master of slaughter now, so take a deep breath and get stuck in.

ROUND 3

This third and final round features Minion hordes and several strong Summoners, making it the most challenging fight yet. As ever, Minions shouldn't pose much of a threat on their own, but the Summoners' long-range magical attacks can be a real headache—so it's wise to tackle them first. Give yourself the advantage with Slow Time, and, if you have it, unleash Berserk to cut through your Summoner challengers as quickly as possible. Wave two, as you'd expect, is a more enemy-heavy version of the first. Happy slashing!

With Round Three out of the way, the Arena Soul is yours. When you're ready, return to Archon's Shrine where the first leg of your epic quest concludes.

QUEST COMPLETED

Collecting an Arena Soul

KILLING THUNDER

As Jack rightly notes, the Arena is an *awfully* long way away. Why waste another pair of boots when you've got a perfectly good candidate for the Arena Soul right in front of you? If you're keen to progress down the path of Evil, simply attack Thunder to begin the quest.

QUEST START

Killing Thunder

Summary: Kill Thunder and collect his Soul.

Money Reward: 0 **Renown Reward:** 1,000

If you fought Thunder earlier in the game, you'll already know exactly how this battle plays out. Thunder hasn't learned any new moves, meaning your best strategy is still to unleash a constant barrage of fully charged Multi Arrows or attack aggressively from behind. Wait until he's mid-Spell if you're choosing the Multi Arrow option, or use Slow Time to strike from the rear. With Thunder defeated, return to Archon's Shrine with your first soul.

QUEST COMPLETED

Killing Thunder

The Heroine

Next, it seems that the shrine requires the soul of a Heroine. As Briar Rose explains, nobody fits the bill better than your own mother, Scarlet Robe. Good Heroes should make their way to the Memorial Garden in Oakvale for a tearful reunion. Evil Heroes, meanwhile, may have already twigged that a perfectly decent alternative stands not too far away...

QUEST START

Collecting Your Mother's Soul

Summary: Collect your Mother's Soul.

Money Reward: 0 **Renown Reward:** 500

COLLECTING YOUR MOTHER'S SOUL

Your next quest begins the moment you enter Oakvale's Memorial Garden. This once-peaceful grove is now home to a legion of Screamers, which, unsurprisingly, you're going to have to battle. You shouldn't have much trouble if you perfected your Screamer-annihilating skills back in Hook Coast—just remember that non-magical weapons won't get you very far in this fight.

Use Slow Time if you start to get overwhelmed and keep a watch for powerful Screamer variants, easily spotted by the ring of fire that surrounds them. It pays to deal with these blighters quickly as their health-sapping Drain Life abilities can bleed you dry in seconds. Once your quota is full, return to Archon's Shrine and relinquish your Mother's Soul to Briar Rose.

QUEST COMPLETED

Collecting Your Mother's Soul

KILLING BRIAR ROSE

If you can't be bothered to trot all the way to Oakvale, simply take a swing at Briar Rose to embark on the Evil version of this quest. A magical barrier appears around the shrine, preventing your exit, so prepare for some relatively close-quarters combat.

QUEST START

Killing Briar Rose

Summary: Kill Briar Rose and collect her Soul.

Money Reward: 0 **Renown Reward:** 1,000

Briar's first trick is to create several illusion versions of herself—smack each of them in turn until you find her real form then prepare to go one-on-one.

Up close, Briar is relatively easy to deal with, particularly if you remember to break her blocks with a Flourish and sneak round the back to dole out extra damage. Ranged fighters, however, should be wary of her powerful, long-distance energy Spell—remain vigilant and dodge out of the way of incoming attacks. Once you've landed a few successful blows, Briar's entire attack pattern repeats. Keep up the fight, and, eventually, her soul will be yours.

QUEST COMPLETED

Killing Briar Rose

The Oldest Soul

There's one last soul to acquire—the mysteriously monikered Oldest Soul. Return to the Heroes' Guild and speak with the acolytes to begin your final task. Good Heroes have an appointment with the great warrior Nostro and should teleport to Lychfield Graveyard before heading toward the Circle of the Dead. Evil Heroes, meanwhile, should swing by the Guild Woods for an audience with Guildmaster. After all, he's no spring chicken....

QUEST START

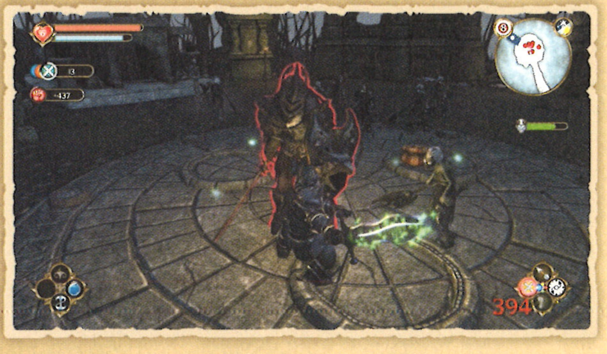
Collecting Nostro's Soul

Summary: Collect Nostro's Soul from the Lychfield Graveyard Circle.

Money Reward: 0 **Renown Reward:** 500

COLLECTING NOSTRO'S SOUL

Your final challenge begins once you reach the Circle of the Dead. On your way there, you'll discover that the Old Graveyard Path has been overrun by Jack's Minions and Nostro's Undead army. Don't panic, though; they're all pretty distracted, so you can simply run on through, undisturbed.



Nostro awaits your arrival within the Circle, and, rather helpfully, offers you his soul—provided you do him the honour of claiming it in battle. Once the fight commences, focus your attention on the Undead soldiers that start rising from the earth. Each time you destroy one, Nostro becomes momentarily vulnerable—quickly launch an attack before he disappears. Keep repeating the trick, and, eventually, Nostro's fragile life-force will be no more. With the Oldest Soul in your possession, return to Archon's Shrine one last time.

QUEST COMPLETED

Collecting Nostro's Soul

KILLING THE GUILDMASTER

As you approach the Guild Woods, a group of Guards stops you in your tracks. Show no mercy, then hurry onward—the Guildmaster awaits.

QUEST START

Killing the Guildmaster

Summary: Kill the Guildmaster and collect his Soul.

Money Reward: 0 **Renown Reward:** 1,000

You won't battle the Guildmaster directly here—instead, his loyal Guards fight on his behalf. However, the old coot assists his allies by casting Heal Life and Physical Shield throughout the conflict, making your life just that little bit harder. Luckily, he can't focus his magic on every Guard at once, so pick off any unaffected opponents and wait until the rest are no longer under his Spell.

When every Guard is defeated, the Guildmaster finally submits. You're given one last chance to spare his life and take Nostro's soul at Lychfield Graveyard—but you're way too Evil for mercy, right? Finish him off and return to Archon's Shrine, with the third and final soul in your possession.

QUEST COMPLETED

Killing the Guildmaster

The Bronze Gate

As the three Hero Souls combine, the great Bronze Gate finally opens, granting access to its treacherous depths. Tuck away your brand-new Archon's Circle Trophy, step into the darkness, and prepare for one last battle with Jack of Blades.

QUEST COMPLETED

The Souls of Heroes

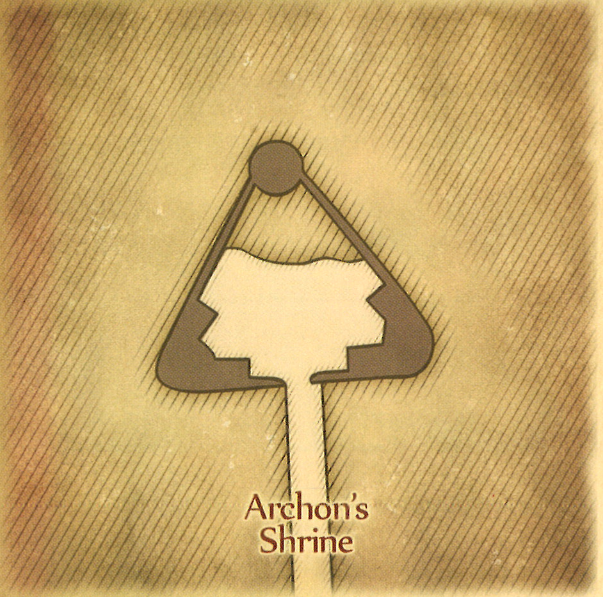
ACHIEVEMENT

25

MAKING TOUGH DECISIONS

Whether you stuck to the righteous path or slew your greatest friends, there's still an Achievement in it for you. Congratulations, you (possible) monster!

Archon's Folly



QUEST START

The Final Battle

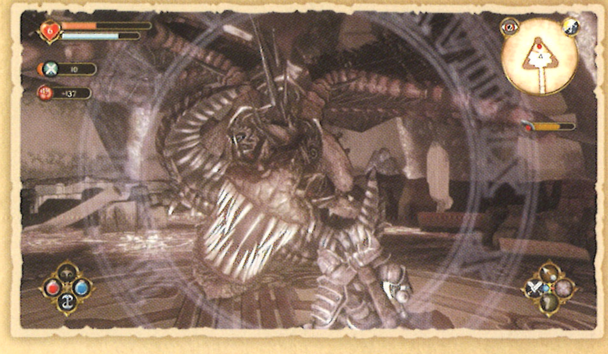
Summary: Defeat Jack of Blades.

Money Reward: 20,000 **Renown Reward:** 3,000

Beyond the Bronze Gate lies Jack of Blades, although perhaps not quite as you remember him. Jack's fearsome Dragon form isn't the only thing you'll have to deal with here—he's able to conjure up Minions to do his bidding for him. As you might expect from an ancient being of near-endless power, this is going to be your toughest battle by far.

Before you even contemplate tackling Jack, you should familiarise yourself with his attack patterns. Every so often, he takes flight and circles the arena—and it's important to watch what he does next. If he swoops down and hovers above one corner of the battlefield, he's either preparing to unleash a volley of fireballs, which can be dodged, or a powerful jet of flame. You can avoid the latter by hiding in one of the alcoves at either side of the area. Note that you can only harm Jack with Ranged strikes while he hovers in the air.

When Jack touches down, you've a few moments to hotfoot it over and lay on some heavy Melee damage—keeping watch for his lunge attack. Be extremely careful; if Jack suddenly pushes off the ground, he's readying to send out a huge, earth-rending shockwave—you can avoid its devastating impact by quickly sprinting into one of the corners nearby. Needless to say, Slow Time is invaluable here, giving you a few additional moments to react—and retaliate.



Once you've whittled around half of Jack's health down, Minions start materialising in the arena. Be extremely cautious here—as tempting as it is to focus your attention on the smaller enemies, Jack continues to swoop around, unleashing his deadly main attacks. The last thing you need is a red-hot jet of fire burning through your under-garters—so be ready to evade at a moment's notice.

Eventually, victory is yours, leaving you with one final decision to make: do you cast Jack's mask into the flaming pits of Archon's Folly or claim its unearthly power as your own? Sadly, no strategy guide on Earth or elsewhere can help you make that choice.

And, no, that doesn't mean you can get a refund.

QUEST COMPLETED

The Final Battle

ACHIEVEMENT

(#SPOILERS)

Congratulations! You defeated Jack of Blades and earned your true place in legend. Your greatest deeds will be spoken of for aeons to come; as will your Union Jack underpants.

Chapter 4.0 ~ Weapons, Armour & Style Cards: Successful Dress for the Modern Hero

You might think that your cavalier attitude toward clothlessness projects an air of confidence guaranteed to unnerve even the most fearsome opponent, but centuries of successful (and not-so-successful) Hero-ing would suggest that you're much better off with a nice bit of armour and a very big sword.

But what armour, you ask? What weapon? Well, you inquisitive thing, you—perhaps this comprehensive, comparison-friendly list will help you decide. And, because even battle-hardened Heroes should make an effort to look presentable from time to time, there's some stuff about tattoos and moustaches, too.

Augmentations

If you're in the market for a brand-new weapon, it pays to know a little about Augmentations. Augmentations are mystical gemstones capable of imbuing weapons with great and terrible power—and, luckily for you, Albion is heaving with them. Most weapons in *Fable* feature slots to affix Augmentation stones, dramatically improving their effectiveness in combat. Be warned, though—binding an Augmentation to a weapon is permanent, so choose wisely. Some weapons—namely those of Legendary status, forged long ago and wielded by Albion's most powerful Heroes—come pre-augmented. So that's one less thing to worry about.

EXPERIENCE AUGMENTATION

VALUE	50,000
EFFECT	Gives extra Experience when the Augmented weapon is assigned as your Melee or Ranged weapon.
ACQUIRED	• Purchase at Hook Coast

FLAME AUGMENTATION

VALUE	1,450
EFFECT	Inflicts additional damage to creatures weak to fire.
ACQUIRED	• Purchase at Darkwood Camp, Twinblade's Camp • Find at Witchwood Lake • Find in Hobbe Cave Focus Chamber

HEALTH AUGMENTATION

VALUE	45,000
EFFECT	Regenerates Health continuously while the Augmented weapon is assigned as your Melee or Ranged weapon.
ACQUIRED	• Purchase at Bowerstone North • Find at Witchwood Cavern (in 15-Key Silver Key Chest)

LIGHTNING AUGMENTATION

VALUE	1,550
EFFECT	Inflicts additional damage to foes weak to Lightning.
ACQUIRED	• Purchase at Hook Coast • Find at Darkwood Weir • Find on Cliffisde Path

MANA AUGMENTATION

VALUE	45,000
EFFECT	Regenerates Will Energy continuously while the Augmented weapon is assigned as your Melee or Ranged weapon.
ACQUIRED	• Purchase at Hook Coast • Find at Headsman's Hill Cave (in 15-Key Silver Key Chest)

PIERCING AUGMENTATION

VALUE	2,100
EFFECT	Reduces the effectiveness of enemy armour.
ACQUIRED	• Purchase at Oakvale, Knothole Glade, Hook Coast • Find at Greatwood Entrance when Lookout Point statue points south • Find at Bowerstone Jail

SHARPENING AUGMENTATION

VALUE	2,600
EFFECT	Increases the damage a weapon inflicts.
ACQUIRED	• Purchase at Knothole Glade, Hook Coast • Find at Grey House (in 10-Key Silver Key Chest) • Find on Cliffside Path

SILVER AUGMENTATION

VALUE	1,650
EFFECT	Inflicts additional damage to creatures weak to silver, such as Balverines and the Undead.
ACQUIRED	• Purchase at Knothole Glade, Hook Coast • Find at Knothole Glade • Find on Old Graveyard Path

Weapons

As the old Albion saying goes, "A Hero unprepared is a Hero with a sword jammed in his nethers." Indeed, even the most fearless adventurer won't get far with a stick alone—no matter how knobbly it is. So remember this: bloody great weapons are your friend. And you can never have too many friends.

Longswords

IRON LONGSWORD

MATERIAL	IRON
AUGMENTATIONS	0
DAMAGE	30
VALUE	150
CLASS	Light

ACQUIRED:

- Purchase at Bowerstone South, Oakvale

STEEL LONGSWORD

MATERIAL	STEEL
AUGMENTATIONS	1
DAMAGE	45
VALUE	450
CLASS	Light

ACQUIRED:

- Purchase at Bowerstone South, Darkwood Camp, Oakvale, Twinblade's Camp

OBSIDIAN LONGSWORD

MATERIAL	OBSIDIAN
AUGMENTATIONS	2
DAMAGE	90
VALUE	2,340
CLASS	Light

ACQUIRED:

- Purchase at Heroes' Guild, Oakvale, Twinblade's Camp, Knothole Glade, Bowerstone North

MASTER LONGSWORD

MATERIAL	MASTER
AUGMENTATIONS	3
DAMAGE	135
VALUE	20,925
CLASS	Light

ACQUIRED:

- Purchase at Heroes' Guild, Knothole Glade, Bowerstone North, Hook Coast

THE HARBINGER

MATERIAL	LEGENDARY
AUGMENTATIONS	Piercing, Sharpening
DAMAGE	
VALUE	
CLASS	

ACQUIRED:

- Acquired by completing the Sword in the Stone quest

Katanas

IRON KATANA

MATERIAL	IRON
AUGMENTATIONS	0
DAMAGE	33
VALUE	163
CLASS	Light

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Oakvale

STEEL KATANA

MATERIAL	STEEL
AUGMENTATIONS	1
DAMAGE	49
VALUE	488
CLASS	Light

ACQUIRED:

- Purchase at Darkwood Camp, Oakvale

OBSIDIAN KATANA

MATERIAL	OBSIDIAN
AUGMENTATIONS	2
DAMAGE	98
VALUE	2,535
CLASS	Light

ACQUIRED:

- Purchase at Oakvale, Twinblade's Camp, Knothole Glade, Bowerstone North

MASTER KATANA

MATERIAL	MASTER
AUGMENTATIONS	3
DAMAGE	147
VALUE	22,669
CLASS	Light

ACQUIRED:

- Purchase at Knothole Glade, Bowerstone North, Hook Coast

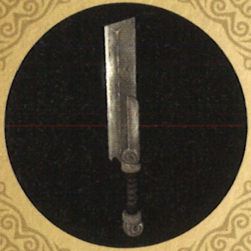
THE KATANA HIRYU

MATERIAL	LEGENDARY
AUGMENTATIONS	Sharpening, Flame
DAMAGE	215
VALUE	47,775
CLASS	Light

ACQUIRED:

- Find in Bowerstone Manor (inside 15-Key Silver Key Chest)

Cleavers



IRON CLEAVER

MATERIAL	RON
AUGMENTATIONS	0
DAMAGE	30
VALUE	138
CLASS	Light

ACQUIRED:

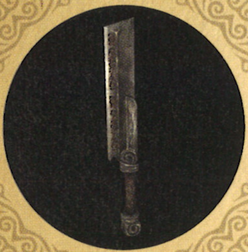
- Purchase at Heroes' Guild, Bowerstone South

STEEL CLEAVER

MATERIAL	STEEL
AUGMENTATIONS	1
DAMAGE	42
VALUE	413
CLASS	Light

ACQUIRED:

- Purchase at Darkwood Camp, Oakvale, Twinblade's Camp



OBSIDIAN CLEAVER

MATERIAL	OBSIDIAN
AUGMENTATIONS	2
DAMAGE	83
VALUE	2,145
CLASS	Light

ACQUIRED:

- Purchase at Darkwood Camp, Oakvale, Twinblade's Camp, Knothole Glade

MASTER CLEAVER

MATERIAL	MASTER
AUGMENTATIONS	3
DAMAGE	124
VALUE	19,181
CLASS	Light

ACQUIRED:

- Purchase at Bowerstone North, Hook Coast

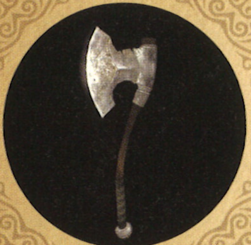
THE CUTLASS BLUETANE

MATERIAL	LEGENDARY
AUGMENTATIONS	Lightning
DAMAGE	165
VALUE	40,425
CLASS	Light

ACQUIRED:

- Find inside Greatwood Caves Demon Door

Axes

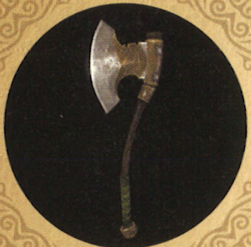


IRON AXE

MATERIAL	IRON
AUGMENTATIONS	0
DAMAGE	30
VALUE	125
CLASS	Light

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South

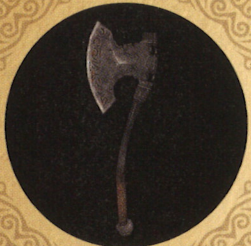


STEEL AXE

MATERIAL	STEEL
AUGMENTATIONS	1
DAMAGE	38
VALUE	375
CLASS	Light

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Darkwood Camp, Oakvale, Twinblade's Camp
- Find in Darkwood Camp

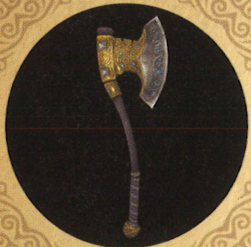


OBSIDIAN AXE

MATERIAL	OBSIDIAN
AUGMENTATIONS	2
DAMAGE	75
VALUE	1,950
CLASS	Light

ACQUIRED:

- Purchase at Oakvale, Twinblade's Camp, Knothole Glade



MASTER AXE

MATERIAL	MASTER
AUGMENTATIONS	3
DAMAGE	113
VALUE	14,996
CLASS	Light

ACQUIRED:

- Purchase at Bowerstone South, Knothole Glade, Hook Coast

RONOK THE AXE

MATERIAL	LEGENDARY
AUGMENTATIONS	Sharpening, Silver
DAMAGE	165
VALUE	36,750
CLASS	Light

ACQUIRED:

- Find inside Grey House Demon Door

Maces

IRON MACE

MATERIAL	IRON
AUGMENTATIONS	0
DAMAGE	30
VALUE	113
CLASS	Light

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South

STEEL MACE

MATERIAL	STEEL
AUGMENTATIONS	1
DAMAGE	34
VALUE	338
CLASS	Light

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Darkwood Camp, Oakvale

OBSIDIAN MACE

MATERIAL	OBSIDIAN
AUGMENTATIONS	2
DAMAGE	68
VALUE	1,755
CLASS	Light

ACQUIRED:

- Purchase at Heroes' Guild, Oakvale, Twinblade's Camp, Knothole Glade

MASTER MACE

MATERIAL	MASTER
AUGMENTATIONS	3
DAMAGE	102
VALUE	15,694
CLASS	Light

ACQUIRED:

- Purchase at Knothole Glade, Hook Coast

DOLLMASTER'S MACE

MATERIAL	LEGENDARY
AUGMENTATIONS	Mana
DAMAGE	135
VALUE	33,075
CLASS	Light

ACQUIRED:

- Find inside Abandoned Road Demon Door

Pickhammers

IRON PICKHAMMER

MATERIAL	IRON
AUGMENTATIONS	0
DAMAGE	30
VALUE	100
CLASS	Light

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Oakvale

STEEL PICKHAMMER

MATERIAL	STEEL
AUGMENTATIONS	1
DAMAGE	30
VALUE	300
CLASS	Light

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Darkwood Camp, Oakvale, The Arena
- Find at Greatwood Gorge

OBSIDIAN PICKHAMMER

MATERIAL	OBSIDIAN
AUGMENTATIONS	2
DAMAGE	60
VALUE	1,560
CLASS	Light

ACQUIRED:

- Purchase at Bowerstone South, Oakvale, Twinblade's Camp, Knothole Glade

MASTER PICKHAMMER

MATERIAL	MASTER
AUGMENTATIONS	3
DAMAGE	90
VALUE	13,950
CLASS	Light

ACQUIRED:

- Purchase at Bowerstone South, Knothole Glade, Bowerstone North, Hook Coast

WELLOW'S PICKHAMMER

MATERIAL	LEGENDARY
AUGMENTATIONS	Piercing x2
DAMAGE	120
VALUE	29,400
CLASS	Light

ACQUIRED:

- Find inside Greatwood Gorge Demon Door

Greathammers

IRON GREATHAMMER

MATERIAL	IRON
AUGMENTATIONS	0
DAMAGE	45
VALUE	225
CLASS	Heavy

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Oakvale

STEEL GREATHAMMER

MATERIAL	STEEL
AUGMENTATIONS	1
DAMAGE	68
VALUE	675
CLASS	Heavy

ACQUIRED:

- Purchase at Darkwood Camp, Oakvale

OBSIDIAN GREATHAMMER

MATERIAL	OBSIDIAN
AUGMENTATIONS	2
DAMAGE	135
VALUE	3,510
CLASS	Heavy

ACQUIRED:

- Purchase at Twinblade's Camp, Knothole Glade
- Find at Witchwood Stones

MASTER GREATHAMMER

MATERIAL	MASTER
AUGMENTATIONS	3
DAMAGE	203
VALUE	31,388
CLASS	Heavy

ACQUIRED:

- Purchase at Hook Coast

THE MURREN GREATHAMMER

MATERIAL	LEGENDARY
AUGMENTATIONS	Mana, Piercing
DAMAGE	270
VALUE	66,150
CLASS	Heavy

ACQUIRED:

- Find at Heroes' Guild (inside 20-Key Silver Key Chest)

Greataxes

IRON GREATAXE

MATERIAL	IRON
AUGMENTATIONS	0
DAMAGE	40
VALUE	200
CLASS	Heavy

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Twinblade's Camp

STEEL GREATAXE

MATERIAL	STEEL
AUGMENTATIONS	1
DAMAGE	60
VALUE	600
CLASS	Heavy

ACQUIRED:

- Purchase at Darkwood Camp, Oakvale

OBSIDIAN GREATAXE

MATERIAL	OBSIDIAN
AUGMENTATIONS	2
DAMAGE	120
VALUE	3,120
CLASS	Heavy

ACQUIRED:

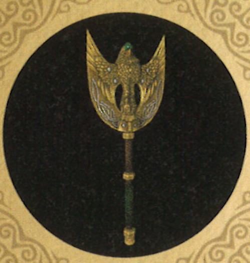
- Purchase at Oakvale, Twinblade's Camp, Knothole Glade
- Find in Oakvale (after completing the Treasure of the Ghost Pirate quest)

MASTER GREATAXE

MATERIAL	MASTER
AUGMENTATIONS	3
DAMAGE	180
VALUE	27,900
CLASS	Heavy

ACQUIRED:

- Purchase at Darkwood Camp, Knothole Glade, Hook Coast



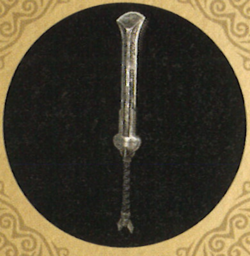
THE MURREN GREATAXE

MATERIAL	LEGENDARY
AUGMENTATIONS	Piercing
DAMAGE	240
VALUE	58,800
CLASS	Heavy

ACQUIRED:

- Find at Hook Coast lighthouse (inside 15-Key Silver Key Chest)

Greatswords

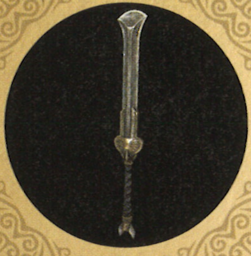


IRON GREATSWORD

MATERIAL	IRON
AUGMENTATIONS	0
DAMAGE	48
VALUE	238
CLASS	Heavy

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Darkwood Camp, Oakvale, Twinblade's Camp

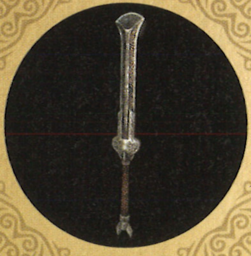


STEEL GREATSWORD

MATERIAL	STEEL
AUGMENTATIONS	1
DAMAGE	72
VALUE	713
CLASS	Heavy

ACQUIRED:

- Purchase at Oakvale, Twinblade's Camp



OBSIDIAN GREATSWORD

MATERIAL	OBSIDIAN
AUGMENTATIONS	2
DAMAGE	143
VALUE	3,705
CLASS	Heavy

ACQUIRED:

- Purchase at Bowerstone South, Oakvale, Twinblade's Camp, Knothole Glade

MASTER GREATSWORD

MATERIAL	MASTER
AUGMENTATIONS	3
DAMAGE	214
VALUE	33,131
CLASS	Heavy

ACQUIRED:

- Purchase at Heroes' Guild, Knothole Glade, Bowerstone North, Hook Coast

SOLUS GREATSWORD

MATERIAL	LEGENDARY
AUGMENTATIONS	Flame, Health, Sharpening
DAMAGE	314
VALUE	69,825
CLASS	Heavy

ACQUIRED:

- Purchase at Bowerstone North
- Receive as a gift from Lady Grey (contains three empty Augmentation slots)

Greatmaces

IRON GREATMACE

MATERIAL	IRON
AUGMENTATIONS	0
DAMAGE	43
VALUE	213
CLASS	Heavy

ACQUIRED:

- Purchase at Bowerstone South, Oakvale

STEEL GREATMACE

MATERIAL	STEEL
AUGMENTATIONS	1
DAMAGE	64
VALUE	638
CLASS	Heavy

ACQUIRED:

- Purchase at Oakvale, Twinblade's Camp

OBSIDIAN GREATMACE

MATERIAL	OBSIDIAN
AUGMENTATIONS	2
DAMAGE	128
VALUE	3,315
CLASS	Heavy

ACQUIRED:

- Purchase at Heroes' Guild, Twinblade's Camp, Knothole Glade

MASTER GREATMACE

MATERIAL	MASTER
AUGMENTATIONS	3
DAMAGE	192
VALUE	29,644
CLASS	Heavy

ACQUIRED:

- Purchase at Heroes' Guild, Hook Coast

THE SENTINUS

MATERIAL	LEGENDARY
AUGMENTATIONS	Silver, Sharpening
DAMAGE	255
VALUE	64,475
CLASS	Heavy

ACQUIRED:

- Make a large-enough donation to the Temple of Avo

Longbows

YEW LONGBOW

MATERIAL	YEW
AUGMENTATIONS	0
DAMAGE	60
VALUE	150
CLASS	Ranged

ACQUIRED:

- Purchase at Bowerstone South, Darkwood Camp, Oakvale, Twinblade's Camp

OAK LONGBOW

MATERIAL	OAK
AUGMENTATIONS	1
DAMAGE	90
VALUE	450
CLASS	Ranged

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Oakvale
- Find at Oakvale

EBONY LONGBOW

MATERIAL	EBONY
AUGMENTATIONS	2
DAMAGE	130
VALUE	1,820
CLASS	Ranged

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Darkwood Camp, Oakvale, Twinblade's Camp, Knothole Glade, The Arena
- Find at Bowerstone Jail

MASTER LONGBOW

MATERIAL	MASTER
AUGMENTATIONS	3
DAMAGE	180
VALUE	23,040
CLASS	Ranged

ACQUIRED:

- Purchase at Heroes' Guild, Knothole Glade, Bowerstone North, Hook Coast

SKORM'S BOW

MATERIAL	LEGENDARY
AUGMENTATIONS	Lightning, Sharpening
DAMAGE	264
VALUE	54,720
CLASS	Ranged

ACQUIRED:

- Make a sufficiently worthy sacrifice at the Chapel of Skorm

Crossbows

YEW CROSSBOW

MATERIAL	YEW
AUGMENTATIONS	0
DAMAGE	80
VALUE	200
CLASS	Ranged

ACQUIRED:

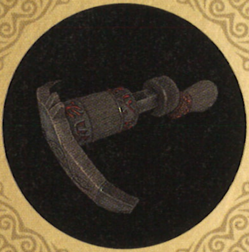
- Purchase at Heroes' Guild, Bowerstone South, Oakvale

OAK CROSSBOW

MATERIAL	OAK
AUGMENTATIONS	1
DAMAGE	110
VALUE	550
CLASS	Ranged

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Oakvale



EBONY CROSSBOW

MATERIAL	EBONY
AUGMENTATIONS	2
DAMAGE	150
VALUE	2,100
CLASS	Ranged

ACQUIRED:

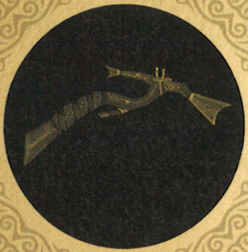
- Purchase at Heroes' Guild, Oakvale, Twinblade's Camp, Knothole Glade

MASTER CROSSBOW

MATERIAL	MASTER
AUGMENTATIONS	3
DAMAGE	200
VALUE	25,600
CLASS	Ranged

ACQUIRED:

- Purchase at Knothole Glade, Bowerstone North, Hook Coast



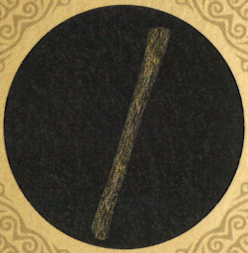
ARKEN'S CROSSBOW

MATERIAL	LEGENDARY
AUGMENTATIONS	Silver, Flame, Sharpening
DAMAGE	220
VALUE	50,160
CLASS	Ranged

ACQUIRED:

- Find in Darkwood Marshes (inside 15-Key Silver Key Chest)

Miscellaneous

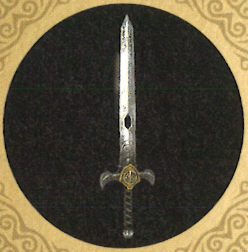


STICK

MATERIAL	WOOD
AUGMENTATIONS	0
DAMAGE	20
VALUE	5
CLASS	Light

ACQUIRED:

- Receive at Heroes' Guild
- Find in Bargate Prison

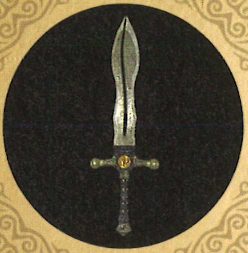


THE AVENGER

MATERIAL	UNKNOWN
AUGMENTATIONS	Lightning, Flame
DAMAGE	180
VALUE	44,100
CLASS	Light

ACQUIRED:

- Find at The Lost Bay (inside 30-Key Silver Key Chest)

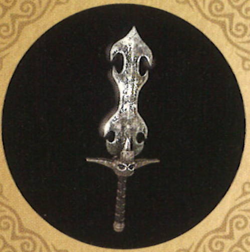


AVO'S TEAR

MATERIAL	UNKNOWN
AUGMENTATIONS	Health, Mana, Experience
DAMAGE	230
VALUE	126,250
CLASS	Light

ACQUIRED:

- Complete The Hidden Sword quest

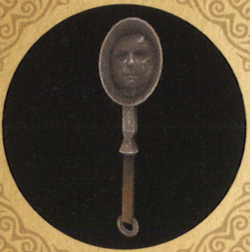


THE BEREAVER

MATERIAL	UNKNOWN
AUGMENTATIONS	Flame
DAMAGE	285
VALUE	69,825
CLASS	Heavy

ACQUIRED:

- Find inside Necropolis Demon Door

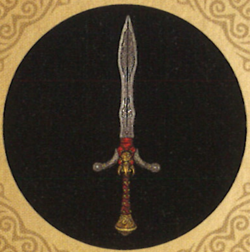


FRYING PAN

MATERIAL	UNKNOWN
AUGMENTATIONS	4
DAMAGE	100
VALUE	20
CLASS	Heavy

ACQUIRED:

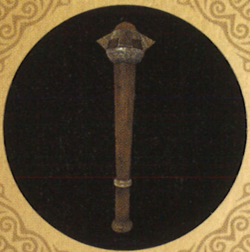
- Find at end of Hidden Booty Hunt quest



SWORD OF AEONS

MATERIAL	UNKNOWN
AUGMENTATIONS	Health, Mana, Experience, Sharpening
DAMAGE	230
VALUE	126,250
CLASS	Light

- Complete the Battle Jack of Blades quest and choose the sword



ORKON'S CLUB

MATERIAL	UNKNOWN
AUGMENTATIONS	0
DAMAGE	140
VALUE	100
CLASS	Light

ACQUIRED:

- Find at Archon's Shrine

Armour

While it's true that some of Albion's more infamous adventurers shunned popular wisdom by marching into battle without the proper bodily protection, there's a reason their stories rarely end well. Never forget: suit up. And make sure it's a big metal suit that goes "clank" every time you take a step.

Head

ARCHON'S BATTLE HELMET

ARMOUR RATING	111
ALIGNMENT MODIFIER	0
VALUE	742
ATTRACTIVENESS	-10
SCARINESS	+10

ACQUIRED:

- Find in Necropolis (inside 25-Key Silver Key Chest)

BANDIT BANDANA

ARMOUR RATING	52
ALIGNMENT MODIFIER	-18
VALUE	71
ATTRACTIVENESS	-18
SCARINESS	+18

ACQUIRED:

- Find on Abandoned Road

CHAINMAIL HELMET

ARMOUR RATING	83
ALIGNMENT MODIFIER	0
VALUE	742
ATTRACTIVENESS	-10
SCARINESS	+10

ACQUIRED:

- Purchase at Bowerstone South, Oakvale, Knothole Glade

BRIGHT CHAINMAIL HELM

ARMOUR RATING	83
ALIGNMENT MODIFIER	+12
VALUE	790
ATTRACTIVENESS	0
SCARINESS	+10

ACQUIRED:

- Purchase at Oakvale, The Arena

DARK CHAINMAIL HELM

ARMOUR RATING	83
ALIGNMENT MODIFIER	-12
VALUE	780
ATTRACTIVENESS	-10
SCARINESS	+20

ACQUIRED:

- Purchase at Twinblade's Camp, Knothole Glade, The Arena

CHICKEN HAT

ARMOUR RATING	50
ALIGNMENT MODIFIER	0
VALUE	105
ATTRACTIVENESS	-12
SCARINESS	-51

ACQUIRED:

- Win in Chicken Kicking Competition

DAEMONIC HELM

ARMOUR RATING	100
ALIGNMENT MODIFIER	-5
VALUE	742
ATTRACTIVENESS	-10
SCARINESS	+10

ACQUIRED:

- Find at Archon's Shrine

FISHERMAN HAT

ARMOUR RATING	50
ALIGNMENT MODIFIER	0
VALUE	105
ATTRACTIVENESS	+10
SCARINESS	-5

ACQUIRED:
- Win in the Fishing Competition

GUARD HAT

ARMOUR RATING	58
ALIGNMENT MODIFIER	0
VALUE	105
ATTRACTIVENESS	0
SCARINESS	-26

ACQUIRED:
- Purchase at Hook Coast
- Find in Bargate Prison

HOLY WARRIOR'S HELM

ARMOUR RATING	100
ALIGNMENT MODIFIER	+5
VALUE	742
ATTRACTIVENESS	-10
SCARINESS	+10

ACQUIRED:
- Find at Lost Bay

PIMP HAT

ARMOUR RATING	58
ALIGNMENT MODIFIER	0
VALUE	105
ATTRACTIVENESS	+20
SCARINESS	-5

ACQUIRED:
- Find inside Darkwood Bordello Demon Door

REDHEAD WIG

ARMOUR RATING	50
ALIGNMENT MODIFIER	0
VALUE	105
ATTRACTIVENESS	+5
SCARINESS	-13

ACQUIRED:

- Steal from Darkwood Bordello
- Purchase at Snowspire Village

BRIGHT WIZARD HAT

ARMOUR RATING	50
ALIGNMENT MODIFIER	+10
VALUE	105
ATTRACTIVENESS	+5
SCARINESS	-12

ACQUIRED:

- Donate Good books to Bowerstone School

DARK WIZARD HAT

ARMOUR RATING	50
ALIGNMENT MODIFIER	-10
VALUE	105
ATTRACTIVENESS	+5
SCARINESS	-12

ACQUIRED:

- Donate Evil books to Bowerstone School

Hands

APPRENTICE GLOVES

ARMOUR RATING	50
ALIGNMENT MODIFIER	0
VALUE	105
ATTRACTIVENESS	0
SCARINESS	0

ACQUIRED:

- Starting equipment

ARCHON'S BATTLE GAUNTLETS

ARMOUR RATING	111
ALIGNMENT MODIFIER	0
VALUE	1,980
ATTRACTIVENESS	+5
SCARINESS	+5

ACQUIRED:

- Find in Necropolis (inside 25-Key Silver Key Chest)

ASSASSIN GLOVES

ARMOUR RATING	50
ALIGNMENT MODIFIER	-2
VALUE	135
ATTRACTIVENESS	0
SCARINESS	+5

ACQUIRED:

- Purchase at Heroes' Guild, Twinblade's Camp

FIRE ASSASSIN GLOVES

ARMOUR RATING	50
ALIGNMENT MODIFIER	-2
VALUE	135
ATTRACTIVENESS	0
SCARINESS	+5

ACQUIRED:

- Find at Snowspire Village

BANDIT GLOVES

ARMOUR RATING	52
ALIGNMENT MODIFIER	-5
VALUE	71
ATTRACTIVENESS	-5
SCARINESS	+5

ACQUIRED:

- Find on Abandoned Road

CHAINMAIL GAUNTLETS

ARMOUR RATING	83
ALIGNMENT MODIFIER	0
VALUE	742
ATTRACTIVENESS	-2
SCARINESS	+2

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, Knothole Glade
- Find at Witchwood Stones

BRIGHT CHAINMAIL GAUNTLETS

ARMOUR RATING	83
ALIGNMENT MODIFIER	+3
VALUE	780
ATTRACTIVENESS	0
SCARINESS	+2

ACQUIRED:

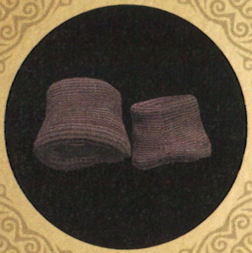
- Purchase at Oakvale, The Arena

DARK CHAINMAIL GAUNTLETS

ARMOUR RATING	83
ALIGNMENT MODIFIER	-3
VALUE	770
ATTRACTIVENESS	-2
SCARINESS	+5

ACQUIRED:

- Purchase at Twinblade's Camp, Knothole Glade, The Arena

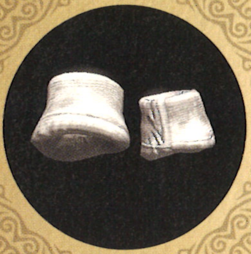


DRESS GLOVES

ARMOUR RATING	41
ALIGNMENT MODIFIER	0
VALUE	13
ATTRACTIVENESS	0
SCARINESS	-5

ACQUIRED:

- Purchase at Bowerstone South, Oakvale, Bowerstone North

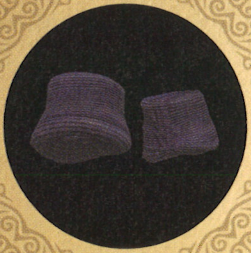


BRIGHT DRESS GLOVES

ARMOUR RATING	41
ALIGNMENT MODIFIER	+3
VALUE	15
ATTRACTIVENESS	+2
SCARINESS	-5

ACQUIRED:

- Purchase at Oakvale, Bowerstone North

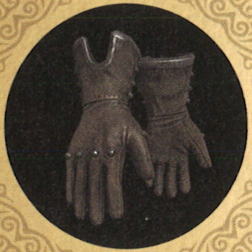


DARK DRESS GLOVES

ARMOUR RATING	41
ALIGNMENT MODIFIER	-3
VALUE	14
ATTRACTIVENESS	+2
SCARINESS	-2

ACQUIRED:

- Purchase at Knothole Glade, Bowerstone North



GUARD GLOVES

ARMOUR RATING	58
ALIGNMENT MODIFIER	0
VALUE	105
ATTRACTIVENESS	-7
SCARINESS	-7

ACQUIRED:

- Purchase at Twinblade's Camp
- Find in Bargate Prison

LEATHER GAUNTLETS

ARMOUR RATING	66
ALIGNMENT MODIFIER	0
VALUE	127
ATTRACTIVENESS	-5
SCARINESS	0

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Oakvale
- Find inside chest at Fisher Creek

BRIGHT LEATHER GAUNTLETS

ARMOUR RATING	66
ALIGNMENT MODIFIER	+2
VALUE	150
ATTRACTIVENESS	: -2
SCARINESS	0

ACQUIRED:

- Purchase at Bowerstone South, Oakvale

DARK LEATHER GAUNTLETS

ARMOUR RATING	66
ALIGNMENT MODIFIER	-2
VALUE	144
ATTRACTIVENESS	-2
SCARINESS	+2

ACQUIRED:

- Purchase at Bowerstone South, Darkwood Camp, Twinblade's Camp

PLATE GAUNTLETS

ARMOUR RATING	100
ALIGNMENT MODIFIER	+5
VALUE	: 1,980
ATTRACTIVENESS	+5
SCARINESS	+5

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, Knothole Glade, Hook Coast

BRIGHT PLATE GAUNTLETS

ARMOUR RATING	100
ALIGNMENT MODIFIER	+5
VALUE	2,060
ATTRACTIVENESS	+5
SCARINESS	+2

ACQUIRED:

- Purchase from wandering Traders or at The Arena

DARK PLATE GAUNTLETS

ARMOUR RATING	100
ALIGNMENT MODIFIER	-5
VALUE	2,020
ATTRACTIVENESS	+2
SCARINESS	+5

ACQUIRED:

- Purchase at Twinblade's Camp, Knothole Glade, Hook Coast

VILLAGER GLOVES

ARMOUR RATING	50
ALIGNMENT MODIFIER	0
VALUE	21
ATTRACTIVENESS	0
SCARINESS	0

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, Knothole Glade, Hook Coast

BRIGHT VILLAGER GLOVES

ARMOUR RATING	50
ALIGNMENT MODIFIER	+1
VALUE	25
ATTRACTIVENESS	+2
SCARINESS	0

ACQUIRED:

- Purchase at Oakvale, Hook Coast

DARK VILLAGER GLOVES

ARMOUR RATING	50
ALIGNMENT MODIFIER	-1
VALUE	24
ATTRACTIVENESS	0
SCARINESS	+2

ACQUIRED:

- Purchase at Bowerstone South, Twinblade's Camp, Knothole Glade

WILL USER'S GLOVES

ARMOUR RATING	50
ALIGNMENT MODIFIER	0
VALUE	148
ATTRACTIVENESS	+2
SCARINESS	+2

ACQUIRED:

- Purchase at Oakvale, Hook Coast

BRIGHT WILL USER'S GLOVES

ARMOUR RATING	50
ALIGNMENT MODIFIER	+4
VALUE	160
ATTRACTIVENESS	+5
SCARINESS	0

ACQUIRED:

- Purchase at Bowerstone North

DARK WILL USER'S GLOVES

ARMOUR RATING	50
ALIGNMENT MODIFIER	-4
VALUE	155
ATTRACTIVENESS	0
SCARINESS	+5

ACQUIRED:

- Purchase at Knothole Glade, Hook Coast
- Find inside Darkwood Marshes Demon Door

Torso

APPRENTICE UPPER ROBE

ARMOUR RATING	200
ALIGNMENT MODIFIER	0
VALUE	84
ATTRACTIVENESS	0
SCARINESS	0

ACQUIRED:

- Starting equipment

HOODED APPRENTICE UPPER ROBE

ARMOUR RATING	200
ALIGNMENT MODIFIER	0
VALUE	84
ATTRACTIVENESS	0
SCARINESS	0

ACQUIRED:

- Starting equipment

ARCHON'S BATTLE CHEST PIECE

ARMOUR RATING	444
ALIGNMENT MODIFIER	0
VALUE	7,920
ATTRACTIVENESS	+25
SCARINESS	+25

ACQUIRED:

- Find in Necropolis (inside 25-Key Silver Key Chest)

ASSASSIN SHIRT

ARMOUR RATING	200
ALIGNMENT MODIFIER	-13
VALUE	540
ATTRACTIVENESS	0
SCARINESS	+26

ACQUIRED:

- Purchase at Darkwood Camp, Twinblade's Camp
- Find at Chapel of Skorm

FIRE ASSASSIN SHIRT

ARMOUR RATING	200
ALIGNMENT MODIFIER	-12
VALUE	540
ATTRACTIVENESS	0
SCARINESS	+25

ACQUIRED:

- Find at Snowspire Village

BANDIT SHIRT

ARMOUR RATING	210
ALIGNMENT MODIFIER	-18
VALUE	282
ATTRACTIVENESS	-18
SCARINESS	+18

ACQUIRED:

- Find on Abandoned Road

CHAINMAIL SHIRT

ARMOUR RATING	333
ALIGNMENT MODIFIER	0
VALUE	2,967
ATTRACTIVENESS	-5
SCARINESS	+5

ACQUIRED:

- Purchase at Bowerstone South, Oakvale, Knothole Glade

BRIGHT CHAINMAIL SHIRT

ARMOUR RATING	333
ALIGNMENT MODIFIER	+6
VALUE	3,070
ATTRACTIVENESS	0
SCARINESS	+5

ACQUIRED:

- Purchase at Oakvale, The Arena

DARK CHAINMAIL SHIRT

ARMOUR RATING	333
ALIGNMENT MODIFIER	-6
VALUE	3,050
ATTRACTIVENESS	-5
SCARINESS	+10

ACQUIRED:

- Purchase at Twinblade's Camp, Knothole Glade, The Arena

UPPER DRESS

ARMOUR RATING	166
ALIGNMENT MODIFIER	0
VALUE	50
ATTRACTIVENESS	0
SCARINESS	-31

ACQUIRED:

- Purchase at Bowerstone South, Oakvale, Bowerstone North

BRIGHT UPPER DRESS

ARMOUR RATING	166
ALIGNMENT MODIFIER	+21
VALUE	55
ATTRACTIVENESS	+15
SCARINESS	-31

ACQUIRED:

- Purchase at Oakvale, Bowerstone North

DARK UPPER DRESS

ARMOUR RATING	166
ALIGNMENT MODIFIER	-21
VALUE	54
ATTRACTIVENESS	+15
SCARINESS	-15

ACQUIRED:

- Purchase at Knothole Glade, Bowerstone North

GUARD SHIRT

ARMOUR RATING	235
ALIGNMENT MODIFIER	0
VALUE	419
ATTRACTIVENESS	-7
SCARINESS	-7

ACQUIRED:

- Purchase at Bowerstone North
- Find in Bargate Prison

LEATHER CHEST PIECE

ARMOUR RATING	266
ALIGNMENT MODIFIER	0
VALUE	507
ATTRACTIVENESS	-26
SCARINESS	0

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Oakvale
- Find at Bowerstone Tavern Cellar (when Lookout Point statue points north)

BRIGHT LEATHER CHEST PIECE

ARMOUR RATING	266
ALIGNMENT MODIFIER	+10
VALUE	545
ATTRACTIVENESS	-13
SCARINESS	0

ACQUIRED:

- Purchase at Bowerstone South, Oakvale

DARK LEATHER CHEST PIECE

ARMOUR RATING	266
ALIGNMENT MODIFIER	-10
VALUE	535
ATTRACTIVENESS	-13
SCARINESS	+13

ACQUIRED:

- Purchase at Bowerstone South, Darkwood Camp, Twinblade's Camp
- Find in Underground Passage

PLATE CHEST PIECE

ARMOUR RATING	400
ALIGNMENT MODIFIER	0
VALUE	7,920
ATTRACTIVENESS	+26
SCARINESS	+26

ACQUIRED:

- Purchase at Bowerstone South, Oakvale, Knothole Glade, Hook Coast

BRIGHT PLATE CHEST PIECE

ARMOUR RATING	400
ALIGNMENT MODIFIER	+26
VALUE	8,050
ATTRACTIVENESS	+26
SCARINESS	+13

ACQUIRED:

- Purchase from wandering Traders or at The Arena

DARK PLATE CHEST PIECE

ARMOUR RATING	400
ALIGNMENT MODIFIER	-26
VALUE	8,010
ATTRACTIVENESS	+13
SCARINESS	+26

ACQUIRED:

- Purchase at Twinblade's Camp, Knothole Glade, The Arena, Hook Coast

VILLAGER SHIRT

ARMOUR RATING	200
ALIGNMENT MODIFIER	0
VALUE	84
ATTRACTIVENESS	0
SCARINESS	0

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, Knothole Glade, Hook Coast

BRIGHT VILLAGER SHIRT

ARMOUR RATING	200
ALIGNMENT MODIFIER	+7
VALUE	96
ATTRACTIVENESS	+13
SCARINESS	0

ACQUIRED:

- Purchase at Oakvale, Hook Coast

DARK VILLAGER SHIRT

ARMOUR RATING	200
ALIGNMENT MODIFIER	-7
VALUE	92
ATTRACTIVENESS	0
SCARINESS	+13

ACQUIRED:

- Purchase at Bowerstone South, Twinblade's Camp, Knothole Glade

WILL USER'S UPPER ROBE

ARMOUR RATING	200
ALIGNMENT MODIFIER	0
VALUE	593
ATTRACTIVENESS	+13
SCARINESS	+13

ACQUIRED:

- Purchase at Oakvale, Hook Coast

BRIGHT WILL USER'S UPPER ROBE

ARMOUR RATING	200
ALIGNMENT MODIFIER	+20
VALUE	640
ATTRACTIVENESS	+26
SCARINESS	0

ACQUIRED:

- Purchase at Bowerstone North

DARK WILL USER'S UPPER ROBE

ARMOUR RATING	200
ALIGNMENT MODIFIER	-20
VALUE	630
ATTRACTIVENESS	0
SCARINESS	26

ACQUIRED:

- Purchase at Knothole Glade, Hook Coast

Legs

APPRENTICE LOWER ROBE

ARMOUR RATING	175
ALIGNMENT MODIFIER	0
VALUE	74
ATTRACTIVENESS	0
SCARINESS	0

ACQUIRED:

- Starting equipment

ARCHON'S BATTLE LEGGINGS

ARMOUR RATING	388
ALIGNMENT MODIFIER	0
VALUE	6,930
ATTRACTIVENESS	+15
SCARINESS	+15

ACQUIRED:

- Find in Necropolis (inside 25-Key Silver Key Chest)

ASSASSIN TROUSERS

ARMOUR RATING	175
ALIGNMENT MODIFIER	-7
VALUE	473
ATTRACTIVENESS	0
SCARINESS	+15

ACQUIRED:

- Purchase at Twinblade's Camp
- Find at Twinblade's Elite Camp

FIRE ASSASSIN TROUSERS

ARMOUR RATING	174
ALIGNMENT MODIFIER	-7
VALUE	473
ATTRACTIVENESS	0
SCARINESS	+15

ACQUIRED:

- Find at Snowspire Village

BANDIT TROUSERS

ARMOUR RATING	184
ALIGNMENT MODIFIER	-5
VALUE	247
ATTRACTIVENESS	-5
SCARINESS	+5

ACQUIRED:

- Find on Abandoned Road

CHAINMAIL LEGGINGS

ARMOUR RATING	291
ALIGNMENT MODIFIER	0
VALUE	2,596
ATTRACTIVENESS	-5
SCARINESS	+5

ACQUIRED:

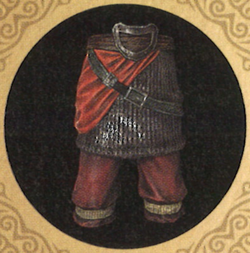
- Purchase at Heroes' Guild, Bowerstone South, Oakvale, Knothole Glade
- Find inside Witchwood Stones Demon Door

BRIGHT CHAINMAIL LEGGINGS

ARMOUR RATING	291
ALIGNMENT MODIFIER	+6
VALUE	2,650
ATTRACTIVENESS	0
SCARINESS	+5

ACQUIRED:

- Purchase at Oakvale, The Arena

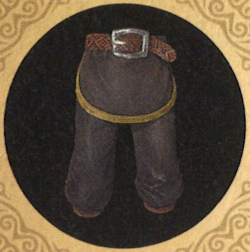


DARK CHAINMAIL LEGGINGS

ARMOUR RATING	291
ALIGNMENT MODIFIER	-6
VALUE	2,620
ATTRACTIVENESS	-5
SCARINESS	+10

ACQUIRED:

- Purchase at Twinblade's Camp, Knothole Glade, The Arena

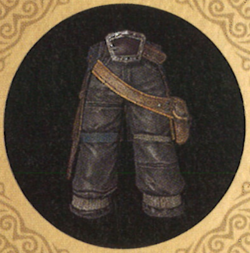


GUARD TROUSERS

ARMOUR RATING	205
ALIGNMENT MODIFIER	0
VALUE	366
ATTRACTIVENESS	-7
SCARINESS	-7

ACQUIRED:

- Purchase at Knothole Glade
- Find in Bargate Prison
- Find on Cliffside Path

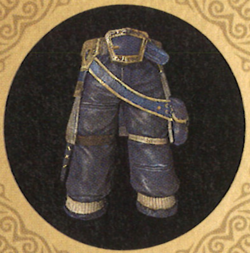


LEATHER LEGGINGS

ARMOUR RATING	233
ALIGNMENT MODIFIER	0
VALUE	443
ATTRACTIVENESS	-15
SCARINESS	0

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Oakvale



BRIGHT LEATHER LEGGINGS

ARMOUR RATING	233
ALIGNMENT MODIFIER	+6
VALUE	465
ATTRACTIVENESS	-7
SCARINESS	0

ACQUIRED:

- Purchase at Bowerstone South, Oakvale

DARK LEATHER LEGGINGS

ARMOUR RATING	233
ALIGNMENT MODIFIER	-6
VALUE	460
ATTRACTIVENESS	-7
SCARINESS	+7

ACQUIRED:

- Purchase at Bowerstone South, Darkwood Camp, Twinblade's Camp

LOWER DRESS

ARMOUR RATING	145
ALIGNMENT MODIFIER	0
VALUE	44
ATTRACTIVENESS	0
SCARINESS	-15

ACQUIRED:

- Purchase at Bowerstone South, Oakvale, Bowerstone North

BRIGHT LOWER DRESS

ARMOUR RATING	145
ALIGNMENT MODIFIER	+10
VALUE	50
ATTRACTIVENESS	+7
SCARINESS	-15

ACQUIRED:

- Purchase at Oakvale, Bowerstone North

DARK LOWER DRESS

ARMOUR RATING	145
ALIGNMENT MODIFIER	-10
VALUE	48
ATTRACTIVENESS	+7
SCARINESS	-7

ACQUIRED:

- Purchase at Knothole Glade, Bowerstone North

PLATE LEGGINGS

ARMOUR RATING	350
ALIGNMENT MODIFIER	0
VALUE	6,930
ATTRACTIVENESS	+15
SCARINESS	+15

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, Knothole Glade, Hook Coast

BRIGHT PLATE LEGGINGS

ARMOUR RATING	350
ALIGNMENT MODIFIER	+15
VALUE	7,040
ATTRACTIVENESS	+15
SCARINESS	+7

ACQUIRED:

- Purchase at Knothole Glade, The Arena

DARK PLATE LEGGINGS

ARMOUR RATING	350
ALIGNMENT MODIFIER	-15
VALUE	7,020
ATTRACTIVENESS	+7
SCARINESS	+15

ACQUIRED:

- Purchase at Twinblade's Camp, Knothole Glade, The Arena, Hook Coast

VILLAGER TROUSERS

ARMOUR RATING	175
ALIGNMENT MODIFIER	0
VALUE	74
ATTRACTIVENESS	0
SCARINESS	0

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, Knothole Glade

BRIGHT VILLAGER TROUSERS

ARMOUR RATING	175
ALIGNMENT MODIFIER	+4
VALUE	82
ATTRACTIVENESS	+7
SCARINESS	0

ACQUIRED:

- Purchase at Oakvale

DARK VILLAGER TROUSERS

ARMOUR RATING	175
ALIGNMENT MODIFIER	-4
VALUE	80
ATTRACTIVENESS	0
SCARINESS	+7

ACQUIRED:

- Purchase at Bowerstone South, Twinblade's Camp, Knothole Glade

WILL USER'S LOWER ROBE

ARMOUR RATING	175
ALIGNMENT MODIFIER	0
VALUE	519
ATTRACTIVENESS	+7
SCARINESS	+7

ACQUIRED:

- Purchase at Oakvale, Hook Coast

BRIGHT WILL USER'S LOWER ROBE

ARMOUR RATING	175
ALIGNMENT MODIFIER	+12
VALUE	535
ATTRACTIVENESS	+15
SCARINESS	0

ACQUIRED:

- Purchase at Bowerstone North

DARK WILL USER'S LOWER ROBE

ARMOUR RATING	175
ALIGNMENT MODIFIER	-12
VALUE	530
ATTRACTIVENESS	0
SCARINESS	+15

ACQUIRED:

- Purchase at Knothole Glade, Hook Coast
- Find inside Darkwood Marshes Demon Door

Feet

APPRENTICE BOOTS

ARMOUR RATING	25
ALIGNMENT MODIFIER	0
VALUE	11
ATTRACTIVENESS	0
SCARINESS	0

ACQUIRED:

- Starting equipment

ARCHON'S BATTLE BOOTS

ARMOUR RATING	55
ALIGNMENT MODIFIER	0
VALUE	990
ATTRACTIVENESS	+5
SCARINESS	+5

ACQUIRED:

- Find in Necropolis (inside 25-Key Silver Key Chest)

ASSASSIN BOOTS

ARMOUR RATING	25
ALIGNMENT MODIFIER	-2
VALUE	68
ATTRACTIVENESS	0
SCARINESS	+5

ACQUIRED:

- Purchase at Bowerstone South, Twinblade's Camp
- Find at Oakvale

FIRE ASSASSIN BOOTS

ARMOUR RATING	25
ALIGNMENT MODIFIER	-2
VALUE	68
ATTRACTIVENESS	0
SCARINESS	+5

ACQUIRED:

- Find at Snowspire Village

BANDIT BOOTS

ARMOUR RATING	26
ALIGNMENT MODIFIER	-5
VALUE	35
ATTRACTIVENESS	-5
SCARINESS	+5

ACQUIRED:

- Find on Abandoned Road

CHAINMAIL BOOTS

ARMOUR RATING	41
ALIGNMENT MODIFIER	0
VALUE	371
ATTRACTIVENESS	-2
SCARINESS	+2

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, Knothole Glade
- Find inside Witchwood Stones Demon Door

BRIGHT CHAINMAIL BOOTS

ARMOUR RATING	41
ALIGNMENT MODIFIER	+3
VALUE	395
ATTRACTIVENESS	0
SCARINESS	+2

ACQUIRED:

- Purchase at Oakvale, The Arena

DARK CHAINMAIL BOOTS

ARMOUR RATING	41
ALIGNMENT MODIFIER	-3
VALUE	390
ATTRACTIVENESS	-2
SCARINESS	+5

ACQUIRED:

- Purchase at Twinblade's Camp, Knothole Glade, The Arena

GUARD BOOTS

ARMOUR RATING	29
ALIGNMENT MODIFIER	0
VALUE	52
ATTRACTIVENESS	-2
SCARINESS	-2

ACQUIRED:

- Purchase at Darkwood Camp
- Find in Bargate Prison

LEATHER BOOTS

ARMOUR RATING	33
ALIGNMENT MODIFIER	0
VALUE	63
ATTRACTIVENESS	-5
SCARINESS	0

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Oakvale
- Find at Darkwood Lake

BRIGHT LEATHER BOOTS

ARMOUR RATING	33
ALIGNMENT MODIFIER	+2
VALUE	70
ATTRACTIVENESS	-2
SCARINESS	0

ACQUIRED:

- Purchase at Bowerstone South, Oakvale

DARK LEATHER BOOTS

ARMOUR RATING	33
ALIGNMENT MODIFIER	-2
VALUE	69
ATTRACTIVENESS	-2
SCARINESS	+2

ACQUIRED:

- Purchase at Bowerstone South, Twinblade's Camp

PLATE BOOTS

ARMOUR RATING	50
ALIGNMENT MODIFIER	0
VALUE	990
ATTRACTIVENESS	+5
SCARINESS	+5

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, Knothole Glade, The Arena, Hook Coast
- Find in Bargate Prison

BRIGHT PLATE BOOTS

ARMOUR RATING	50
ALIGNMENT MODIFIER	+5
VALUE	1,025
ATTRACTIVENESS	+5
SCARINESS	+2

ACQUIRED:

- Purchase at Knothole Glade, The Arena

DARK PLATE BOOTS

ARMOUR RATING	50
ALIGNMENT MODIFIER	-5
VALUE	1,020
ATTRACTIVENESS	+2
SCARINESS	+5

ACQUIRED:

- Purchase at Twinblade's Camp, Knothole Glade, The Arena, Hook Coast

VILLAGER BOOTS

ARMOUR RATING	25
ALIGNMENT MODIFIER	0
VALUE	11
ATTRACTIVENESS	0
SCARINESS	0

ACQUIRED:

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, Knothole Glade, Hook Coast

BRIGHT VILLAGER BOOTS

ARMOUR RATING	25
ALIGNMENT MODIFIER	+1
VALUE	12
ATTRACTIVENESS	+2
SCARINESS	0

ACQUIRED:

- Purchase at Oakvale, Hook Coast

DARK VILLAGER BOOTS

ARMOUR RATING	25
ALIGNMENT MODIFIER	-1
VALUE	12
ATTRACTIVENESS	0
SCARINESS	+2

ACQUIRED:

- Purchase at Bowerstone South, Twinblade's Camp, Knothole Glade, Hook Coast

WILL USER'S BOOTS

ARMOUR RATING	25
ALIGNMENT MODIFIER	0
VALUE	74
ATTRACTIVENESS	+2
SCARINESS	+2

ACQUIRED:

- Purchase at Heroes' Guild, Oakvale, Hook Coast

BRIGHT WILL USER'S BOOTS

ARMOUR RATING	25
ALIGNMENT MODIFIER	+4
VALUE	82
ATTRACTIVENESS	+5
SCARINESS	0

ACQUIRED:

- Purchase at Bowerstone North

DARK WILL USER'S BOOTS

ARMOUR RATING	25
ALIGNMENT MODIFIER	-4
VALUE	80
ATTRACTIVENESS	0
SCARINESS	+5

ACQUIRED:

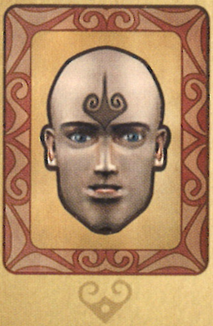
- Purchase at Knothole Glade, Hook Coast
- Find inside Darkwood Marshes Demon Door

Tattoos

While Albion's wandering bards do a reasonable job of spreading news of your Heroic deeds, they are, alas, prone to dropping dead on a whim. And for "whim," read: "Bandit's sword." After all, not everybody loves a musical. If you really want to make an impression, what better way to strike the fear of Skorm (or something a little nicer) into Albion's denizens than with a skilfully crafted tattoo?

Bonzo - Tattooist
132,320

Face



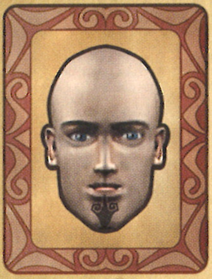
ARROWHEAD

COST	46
ATTRACTIVENESS	+12
SCARINESS	-12
ALIGNMENT	0

DESCRIPTION: *Worn by the Old Kingdom archers, the symbol was supposed to focus their eyesight into total perfection.*

ACQUIRED:

- Steal from home to the north in Hook Coast



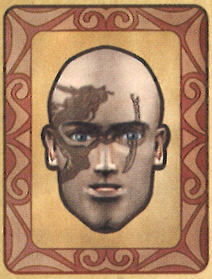
ARROW TONGUE

COST	46
ATTRACTIVENESS	+12
SCARINESS	-12
ALIGNMENT	0

ACQUIRED:

- Purchase from Greatwood tattooist

DESCRIPTION: *A distortion of an Old Kingdom tattoo used by archers, this is the symbol of Hook Coast demagogues.*



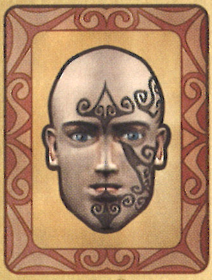
AUTUMN LEAVES

COST	54
ATTRACTIVENESS	-20
SCARINESS	+20
ALIGNMENT	0

ACQUIRED:

- Find at Snowspire Village

DESCRIPTION: *This image is associated with loss and sadness, mirroring as it does a dying Autumn forest.*



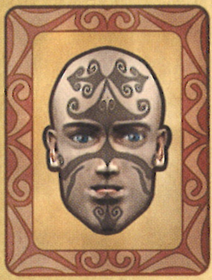
CORON MASK

COST	50
ATTRACTIVENESS	0
SCARINESS	+25
ALIGNMENT	0

ACQUIRED:

- Purchase from wandering tattooists

DESCRIPTION: *One of the many decorative images created by the Hook Coast artist Ekken Coron.*



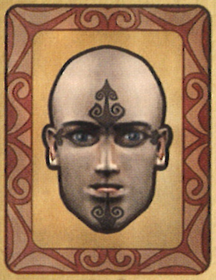
CORON VISOR

COST	32
ATTRACTIVENESS	0
SCARINESS	0
ALIGNMENT	0

ACQUIRED:

- Fish from the pier at Orchard Farm
- Purchase from wandering tattooists

DESCRIPTION: *One of the many decorative images created by the Hook Coast artist Ekken Coron.*



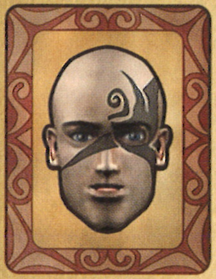
DOUBLEARROW

COST	44
ATTRACTIVENESS	+12
SCARINESS	-12
ALIGNMENT	0

ACQUIRED:

- Purchase from wandering tattooists

DESCRIPTION: *Worn by the Old Kingdom archers, the symbol was supposed to focus their eyesight into total perfection.*



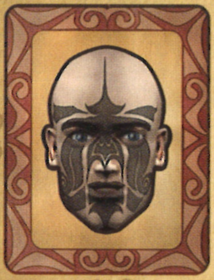
FURITE FLASH FACE

COST	100
ATTRACTIVENESS	-20
SCARINESS	+20
ALIGNMENT	0

ACQUIRED:

- Find at Snowspire Village

DESCRIPTION: *The Furites were a band of roaming barbarians who repeatedly attempted to conquer the cities of the Northern Wastes. They were instantly recognisable through their elaborate body paints. The sight of hordes of these barely human-looking soldiers charging in a battlefield is said to have driven back many an army.*



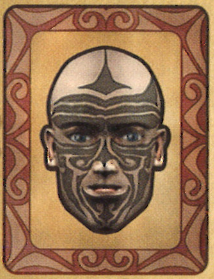
FURITE FUNERAL FACE

COST	100
ATTRACTIVENESS	-35
SCARINESS	+35
ALIGNMENT	0

ACQUIRED:

- Find at Snowspire Village

DESCRIPTION: *See Furite Flash Face.*



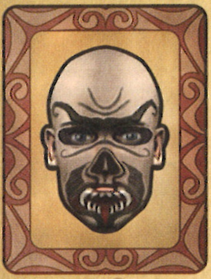
FURITE STRIPE FACE

COST	100
ATTRACTIVENESS	-35
SCARINESS	+35
ALIGNMENT	0

ACQUIRED:

- Find in Northern Foothills

DESCRIPTION: *See Furite Flash Face.*

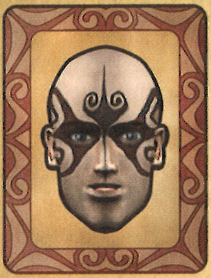


HOWL

COST	46
ATTRACTIVENESS	+15
SCARINESS	+15
ALIGNMENT	-15

ACQUIRED:
- On bookcase in Heroes' Guild Demon Door
- On bookcase in Witchwood Stones Demon Door
- Purchase from Knothole Glade tattoo shop
- Steal from Knothole Glade tattoo shop
- Dig up in Lychfield Graveyard

DESCRIPTION: *Ancient Knothole Glade warriors underwent a terrible initiation which required them to hunt Balverines unarmed, and painted in their likeness. Some were said to be so absorbed by its fierceness that they lost all trace of humanity.*

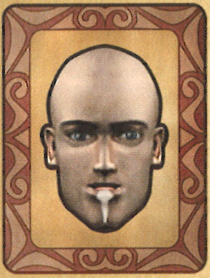


SEACORPSE

COST	47
ATTRACTIVENESS	-25
SCARINESS	+25
ALIGNMENT	-25

ACQUIRED:
- Purchase from Knothole Glade tattoo shop
- Steal from Knothole Glade tattoo shop

DESCRIPTION: *Hook Coast sea merchants once feared this image above all others, for it was worn by the most fierce and unfeeling pirates Albion has ever known.*

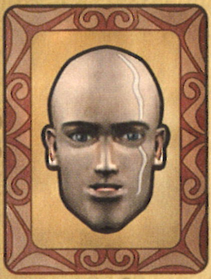


SNOWSPIRE ARCHER

COST	75
ATTRACTIVENESS	+10
SCARINESS	-10
ALIGNMENT	0

ACQUIRED:
- Purchase from Snowspire Village tattoo shop

DESCRIPTION: *A face tattoo inspired by the traditional war-paintings Snowspire soldiers applied before going into battle. They were said to invoke the power of the ice gods that lived among the mountains and to imbue each warrior with the strength to bring down any invading enemies.*

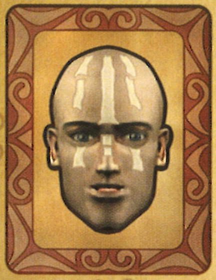


SNOWSPIRE AXEMAN

COST	100
ATTRACTIVENESS	+20
SCARINESS	-20
ALIGNMENT	0

ACQUIRED:
- Purchase from Snowspire Village tattoo shop

DESCRIPTION: *See Snowspire Archer.*



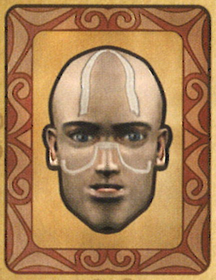
SNOWSPIRE BLACKSMITH

COST	40
ATTRACTIVENESS	+5
SCARINESS	-5
ALIGNMENT	0

ACQUIRED:

- Purchase from Snowspire Village tattoo shop

DESCRIPTION: *See Snowspire Archer.*



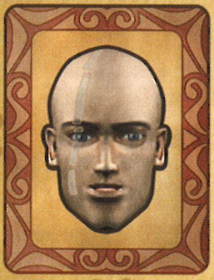
SNOWSPIRE COMMANDER

COST	500
ATTRACTIVENESS	+40
SCARINESS	-40
ALIGNMENT	0

ACQUIRED:

- Purchase from Snowspire Village tattoo shop

DESCRIPTION: *See Snowspire Archer.*



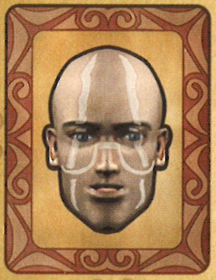
SNOWSPIRE CROSSBOWMAN

COST	150
ATTRACTIVENESS	+25
SCARINESS	-25
ALIGNMENT	0

ACQUIRED:

- Purchase from Snowspire Village tattoo shop

DESCRIPTION: *See Snowspire Archer.*



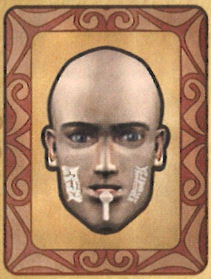
SNOWSPIRE GENERAL

COST	250
ATTRACTIVENESS	+30
SCARINESS	-30
ALIGNMENT	0

ACQUIRED:

- Purchase from Snowspire Village tattoo shop

DESCRIPTION: *See Snowspire Archer.*



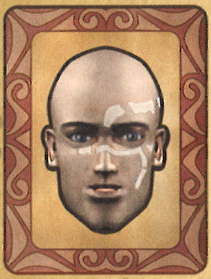
SNOWSPIRE GUARD

COST	60
ATTRACTIVENESS	+10
SCARINESS	-10
ALIGNMENT	0

ACQUIRED:

- Purchase from Snowspire Village tattoo shop

DESCRIPTION: *See Snowspire Archer.*



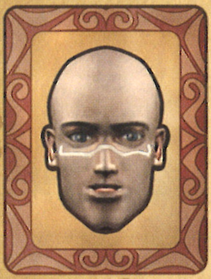
SNOWSPIRE INNKEEPER

COST	40
ATTRACTIVENESS	+5
SCARINESS	-5
ALIGNMENT	0

ACQUIRED:

- Purchase from Snowspire Village tattoo shop

DESCRIPTION: *See Snowspire Archer.*



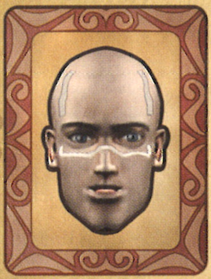
SNOWSPIRE SLINGER

COST	60
ATTRACTIVENESS	+10
SCARINESS	-10
ALIGNMENT	0

ACQUIRED:

- Purchase from Snowspire Village tattoo shop

DESCRIPTION: *See Snowspire Archer.*



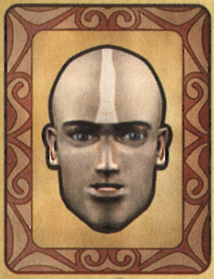
SNOWSPIRE SPEARMAN

COST	100
ATTRACTIVENESS	+20
SCARINESS	-20
ALIGNMENT	0

ACQUIRED:

- Purchase from Snowspire Village tattoo shop

DESCRIPTION: *See Snowspire Archer.*



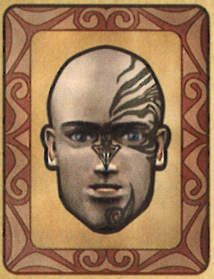
SNOWSPIRE SWORDSMAN

COST	75
ATTRACTIVENESS	+15
SCARINESS	-15
ALIGNMENT	0

ACQUIRED:

- Purchase from Snowspire Village tattoo shop

DESCRIPTION: *See Snowspire Archer.*



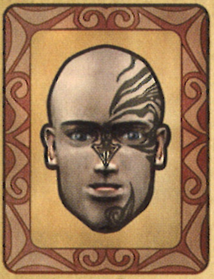
SOMRUNE

COST	58
ATTRACTIVENESS	+20
SCARINESS	0
ALIGNMENT	0

ACQUIRED:

- Find in Bargate Prison Warden's Office

DESCRIPTION: *Designed by Somrune himself, this design became popular among all students of arcane texts associated with the Old Kingdom.*



SPIRAL DEMENTIA

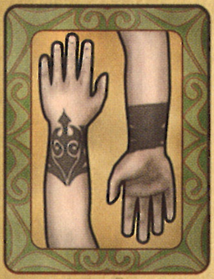
COST	57
ATTRACTIVENESS	0
SCARINESS	+20
ALIGNMENT	-20

ACQUIRED:

- Steal from western-most home in Oakvale

DESCRIPTION: *This pattern is used in parts of Albion to mark mental patients that are considered lost causes.*

Arm



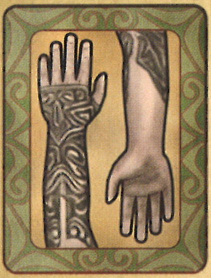
FURITE ARM

COST	100
ATTRACTIVENESS	-10
SCARINESS	+10
ALIGNMENT	0

ACQUIRED:

- Find in Necropolis

DESCRIPTION: *See Furite Flash Face.*



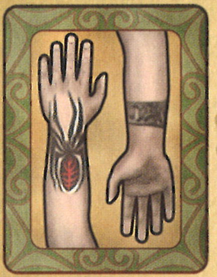
HARION ARM

COST	46
ATTRACTIVENESS	+10
SCARINESS	0
ALIGNMENT	0

ACQUIRED:

- Find in Prison Barracks in Bargate Prison

DESCRIPTION: *This pattern is modelled on the skin of the little-seen Harion lizards.*



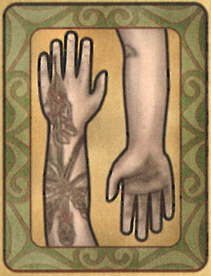
RED WIDOW

COST	44
ATTRACTIVENESS	+10
SCARINESS	+10
ALIGNMENT	0

ACQUIRED:

- Steal from home in south-west area of Knothole Glade

DESCRIPTION: *The Red Widow is a highly venomous spider native to Witchwood. Knothole Glade warriors of old dipped their weapons in its poison, for it was said to be highly effective against Balverines.*



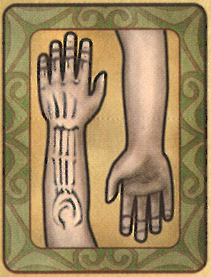
SEACHAOS ARM

COST	34
ATTRACTIVENESS	-5
SCARINESS	+5
ALIGNMENT	-5

ACQUIRED:

- Steal from building opposite Bowerstone barbershop

DESCRIPTION: *The Seachaos tattoos are a favourite among pirates.*



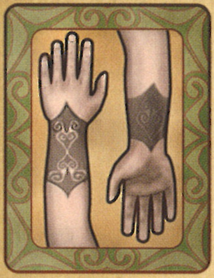
TALLIN CLAN ARM

COST	38
ATTRACTIVENESS	0
SCARINESS	+5
ALIGNMENT	-5

ACQUIRED:

- Search scarecrow behind Grey House
- Purchase from wandering tattooists

DESCRIPTION: *The Tallin Clan perfected unarmed combat to an art form. Their tattoos reflect their knowledge of the body's inner workings.*



VAMBRACE

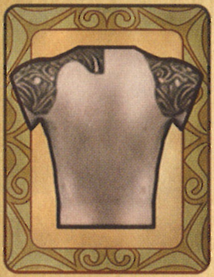
COST	32
ATTRACTIVENESS	0
SCARINESS	0
ALIGNMENT	+5

DESCRIPTION: *Warriors who consider real armour a weakness sometimes like to simulate it on their flesh; for them, their skin is their armour.*

ACQUIRED:

- Steal from home to the north in Hook Coast

Shoulder



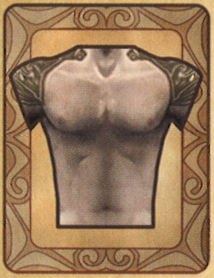
HARION SHOULDER

COST	45
ATTRACTIVENESS	+10
SCARINESS	0
ALIGNMENT	0

DESCRIPTION: *This pattern is modelled on the skin of the little-seen Harion lizards.*

ACQUIRED:

- Find in barrel on Clifftop Path
- Find in Prison Barracks in Bargate Prison
- Purchase from wandering tattooists



KARLAN WINGS

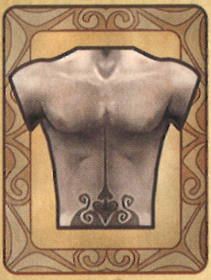
COST	41
ATTRACTIVENESS	+10
SCARINESS	0
ALIGNMENT	0

DESCRIPTION: *Though now extinct, the Karlan eagle is considered a symbol of truth and power.*

ACQUIRED:

- Dig near Lychfield Graveyard cemetery entrance

Torso



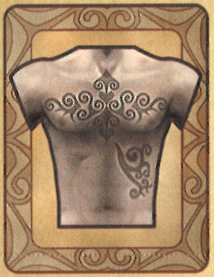
CORON BIRTH

COST	38
ATTRACTIVENESS	+5
SCARINESS	0
ALIGNMENT	0

DESCRIPTION: *One of the many decorative images created by the Hook Coast artist Ekken Coron.*

ACQUIRED:

- Steal from home to the north in Hook Coast



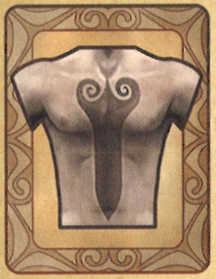
CORON WAVE

COST	30
ATTRACTIVENESS	0
SCARINESS	0
ALIGNMENT	0

DESCRIPTION: *One of the many decorative images created by the Hook Coast artist Ekken Coron.*

ACQUIRED:

- Purchase from wandering tattooists



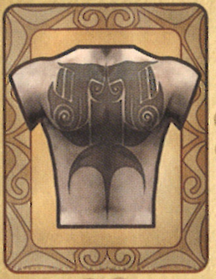
FROYDIAN

COST	34
ATTRACTIVENESS	+10
SCARINESS	0
ALIGNMENT	+10

DESCRIPTION: *Very popular among the Bowerstone high classes, this is considered a symbol of virility.*

ACQUIRED:

- Purchase from wandering tattooists



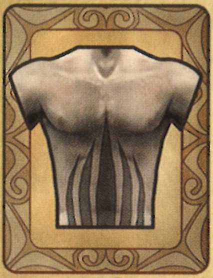
FURITE DEATHHEAD TORSO

COST	100
ATTRACTIVENESS	-25
SCARINESS	+25
ALIGNMENT	0

DESCRIPTION: *See Furite Flash Face.*

ACQUIRED:

- Find at Snowspire Village



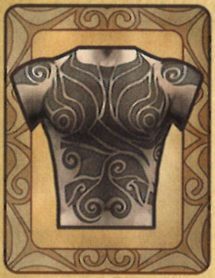
FURITE FLAME STOMACH

COST	100
ATTRACTIVENESS	-25
SCARINESS	+25
ALIGNMENT	0

DESCRIPTION: *See Furite Flash Face.*

ACQUIRED:

- Find at Snowspire Village



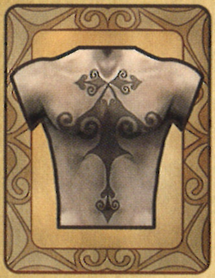
FURITE SWIRL TORSO

COST	100
ATTRACTIVENESS	-25
SCARINESS	+25
ALIGNMENT	0

DESCRIPTION: *See Furite Flash Face.*

ACQUIRED:

- Find in The Lost Bay



RUON PEAK

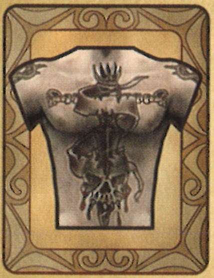
COST	40
ATTRACTIVENESS	+10
SCARINESS	0
ALIGNMENT	+10

DESCRIPTION: *Representing Ruon, Albion's highest mountain, this image is associated with success and ambition.*

ACQUIRED:

- Purchase from wandering tattooists

Chest



BALVERINE SKULL

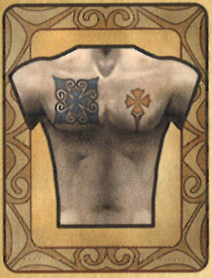
COST	38
ATTRACTIVENESS	-10
SCARINESS	+10
ALIGNMENT	-10

DESCRIPTION: *This symbol was once used by a Balverine-worshipping cult.*

ACQUIRED:

- Dig up in Oakvale barn

BIG BLUE BOX CHEST



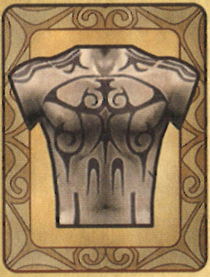
COST	1,000
ATTRACTIVENESS	+30
SCARINESS	-20
ALIGNMENT	+45

ACQUIRED:

- Find at Snowspire Village

DESCRIPTION: *This image illustrates an old Albion myth. At the beginning of time, the gods created two boxes, a large blue one and a smaller sun-coloured one. They were presented to the first man, who had to choose which one to open. His option would dictate the shape of the world he lived in. Reasoning that the blue was the calmer colour while the smaller one was closer to dangerous fire, the first man opened the big blue box. Out of it came all the Good things in the world, but also all the Evil. The gods explained that the smaller one only had room for all the Good in the world, and that the man had condemned his race to a life of peril.*

DARK VORTEX



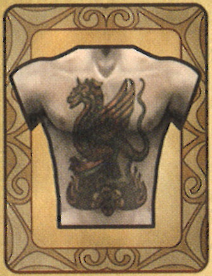
COST	46
ATTRACTIVENESS	0
SCARINESS	+10
ALIGNMENT	-10

ACQUIRED:

- Find in barrel in Darkwood Camp

DESCRIPTION: *It is said that staring into this spindly image can drive enemy warriors insane.*

GRYPHON

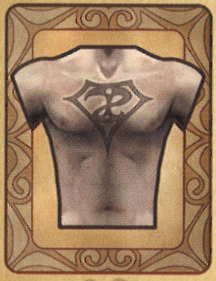


COST	51
ATTRACTIVENESS	+15
SCARINESS	+15
ALIGNMENT	0

ACQUIRED:

- Purchase from Knothole Glade tattoo shop
- Steal from Knothole Glade tattoo shop
- Purchase from wandering tattooists

DESCRIPTION: *The Gryphons were said to exist in the times before the Old Kingdom, though most consider them mythical creatures.*



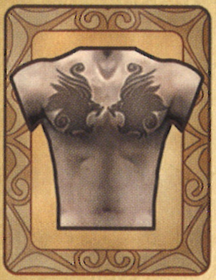
KRYNDON

COST	43
ATTRACTIVENESS	+10
SCARINESS	-10
ALIGNMENT	+10

ACQUIRED:

- Find in bookcase on upper level of Heroes' Guild
- Purchase from Greatwood tattooists

DESCRIPTION: *The Kryndons are an old order of assassins who live normal lives by day.*



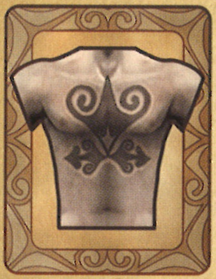
LIONHEAD CHEST

COST	1,000
ATTRACTIVENESS	+30
SCARINESS	-20
ALIGNMENT	+45

ACQUIRED:

- Find at Snowspire Village

DESCRIPTION: *Lions are fabled creatures that are supposed to exist in warm climates, hunting their prey by night and sleeping in shadows by day. The Lionhead image was worn by a group of men in the Old Kingdom whose sole purpose in life was to take over the world, planning to do so under the cover of night. Their over-ambitious plans failed with the invention of torches.*



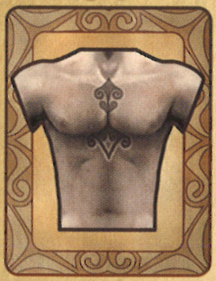
LOPION

COST	35
ATTRACTIVENESS	+10
SCARINESS	0
ALIGNMENT	+10

ACQUIRED:

- Purchase from wandering tattooists

DESCRIPTION: *This is a symbol of birth and fertility.*



VALIANCE

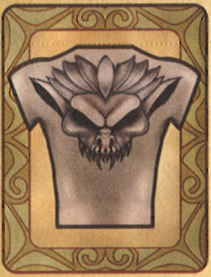
COST	45
ATTRACTIVENESS	+10
SCARINESS	+10
ALIGNMENT	+10

ACQUIRED:

- Purchase from wandering tattooists

DESCRIPTION: *Though small in size, only the greatest warriors of the Old Kingdom were awarded this pattern. Unlike medals, the award disappeared with the person who won it.*

Back



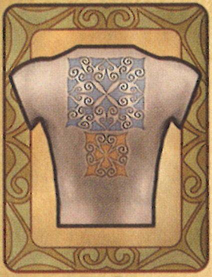
BALVERINE

COST	100
ATTRACTIVENESS	+30
SCARINESS	+30
ALIGNMENT	0

ACQUIRED:

- Find at Darkwood Bordello near the fountain

DESCRIPTION: *Though feared by the majority of rational human beings, there are those whose fascination with Balverines leads them to put pictures of them on their bedroom walls, and to adorn their bodies with images such as these. They are especially popular with the more strident bards of the lands south of Albion.*



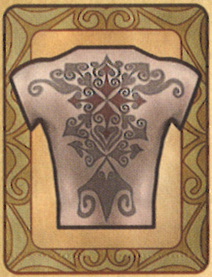
BIG BLUE BOX BACK

COST	1,000
ATTRACTIVENESS	+30
SCARINESS	-20
ALIGNMENT	+45

ACQUIRED:

- Find at Snowspire Village

DESCRIPTION: *See Big Blue Box Chest.*



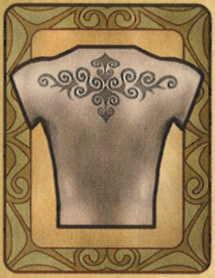
CORON DAWN

COST	33
ATTRACTIVENESS	0
SCARINESS	0
ALIGNMENT	0

ACQUIRED:

- Purchase from wandering tattooists

DESCRIPTION: *One of the many decorative images created by the Hook Coast artist Ekken Coron.*

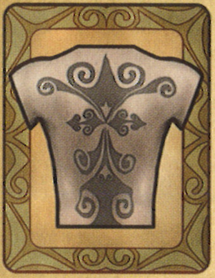


CORON DUSK

COST	30
ATTRACTIVENESS	0
SCARINESS	0
ALIGNMENT	0

ACQUIRED:
- Purchase from wandering tattooists

DESCRIPTION: *One of the many decorative images created by the Hook Coast artist Ekken Coron.*

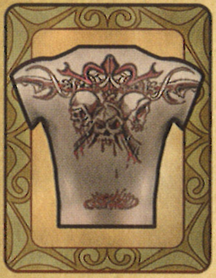


CORON NIGHT

COST	33
ATTRACTIVENESS	0
SCARINESS	0
ALIGNMENT	0

ACQUIRED:
- Fish from river in Barrow Fields
- Purchase from wandering tattooists

DESCRIPTION: *One of the many decorative images created by the Hook Coast artist Ekken Coron.*

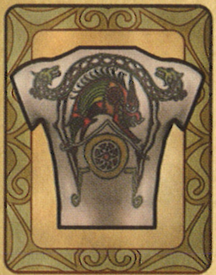


DEATHLICON

COST	44
ATTRACTIVENESS	-10
SCARINESS	+10
ALIGNMENT	-10

ACQUIRED:
- Find in grave behind Grey House

DESCRIPTION: *The Deathlicon is a death worship cult who consider all forms of life sinful. They are supreme Necromancers.*

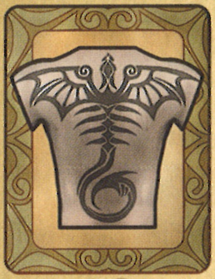


DORGON

COST	49
ATTRACTIVENESS	+15
SCARINESS	+15
ALIGNMENT	0

ACQUIRED:
- Purchase from Knothole Glade tattoo shop
- Steal from Knothole Glade tattoo shop

DESCRIPTION: *In Knothole Glade legend, the Dorgon is the dragon-like creature who devoured its offspring. Unable to digest it, the Dorgon exploded and gave birth to the world.*



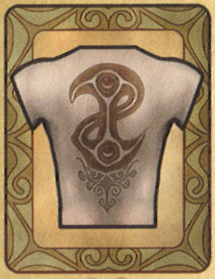
DRAGON

COST	100
ATTRACTIVENESS	-20
SCARINESS	+40
ALIGNMENT	-20

ACQUIRED:

- Find at Snowspire Village

DESCRIPTION: *Dragon cults were common before the magnificent flying creatures became extinct. This symbol was often used by Fire Assassins, some of the most dangerous dragon worshippers.*



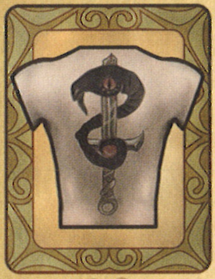
THE EYES OF AVO

COST	46
ATTRACTIVENESS	0
SCARINESS	+10
ALIGNMENT	+10

ACQUIRED:

- Steal from home to the north in Hook Coast

DESCRIPTION: *The upper eye keeps watch on the Good deeds of the world and readies their reward. The lower eye is watchful of Evil deeds and readies their punishment.*



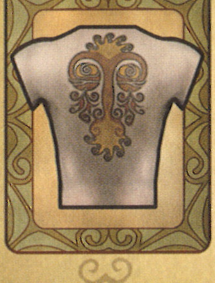
THE EYES OF SKORM

COST	48
ATTRACTIVENESS	0
SCARINESS	+10
ALIGNMENT	-10

ACQUIRED:

- Purchase from Knothole Glade tattoo shop
- Steal from Knothole Glade tattoo shop

DESCRIPTION: *The upper eye seeks all Goodness and vows to destroy it. The lower eye welcomes all who practice Evil and rewards them with riches.*



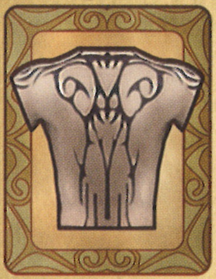
FIRE MONKEY

COST	69
ATTRACTIVENESS	+15
SCARINESS	0
ALIGNMENT	+15

ACQUIRED:

- Complete the Beardy Baldy quest
- Purchase from wandering tattooists

DESCRIPTION: *The Fire Monkeys were once revered as gods by the old mountain tribes.*



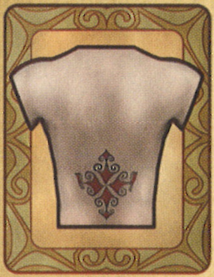
FIRIS HEAD

COST	48
ATTRACTIVENESS	0
SCARINESS	+10
ALIGNMENT	-10

ACQUIRED:

- Steal from Oakvale Tavern
- Purchase from wandering tattooists

DESCRIPTION: *Used in old rituals that have now fallen into disuse, this was supposed to summon the Evil god Firis from the realm.*



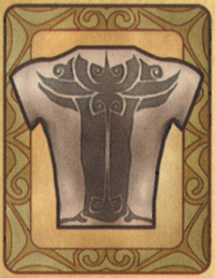
FOUR SPADES

COST	37
ATTRACTIVENESS	+5
SCARINESS	0
ALIGNMENT	0

ACQUIRED:

- Purchase from wandering tattooists

DESCRIPTION: *A favourite among gamblers, this is considered a symbol of good fortune in card games.*



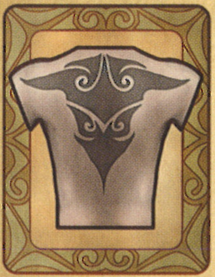
FURITE DEATHHEAD BACK

COST	100
ATTRACTIVENESS	-30
SCARINESS	+30
ALIGNMENT	0

ACQUIRED:

- Find at Snowspire Village

DESCRIPTION: *See Furite Flash Face.*



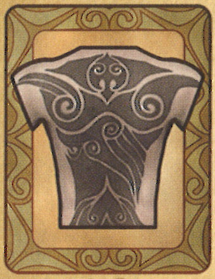
FURITE FLAME BACK

COST	100
ATTRACTIVENESS	-30
SCARINESS	+30
ALIGNMENT	0

ACQUIRED:

- Find at Snowspire Village

DESCRIPTION: *See Furite Flash Face.*



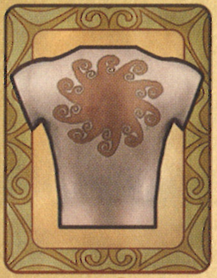
FURITE SWIRL BACK

COST	100
ATTRACTIVENESS	-30
SCARINESS	+30
ALIGNMENT	0

ACQUIRED:

- Find in Necropolis

DESCRIPTION: *See Furite Flash Face.*



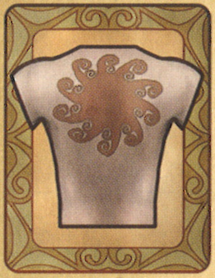
GOLDEN HARVEST

COST	64
ATTRACTIVENESS	+35
SCARINESS	0
ALIGNMENT	+35

ACQUIRED:

- Smash barrel outside school in Bowerstone South

DESCRIPTION: *The central circle represents the earth, while the ten extremities symbolise growth and the ten harvest seasons. The golden incarnation of this image celebrates a particularly good crop.*



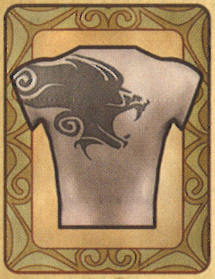
HARVEST

COST	52
ATTRACTIVENESS	+15
SCARINESS	0
ALIGNMENT	+15

ACQUIRED:

- Smash barrel near blacksmith in Bowerstone South

DESCRIPTION: *The central circle represents the earth, while the ten extremities symbolise growth and the ten harvest seasons.*



LIONHEAD BACK

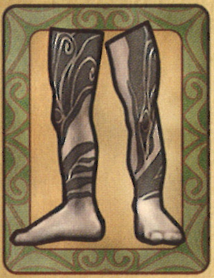
COST	1,000
ATTRACTIVENESS	+30
SCARINESS	-20
ALIGNMENT	+45

ACQUIRED:

- Find at Snowspire Village

DESCRIPTION: *See Lionhead Chest.*

Leg



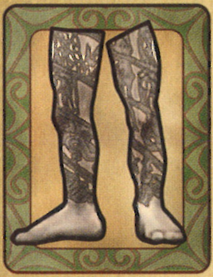
FURITE WAR LEG

COST	100
ATTRACTIVENESS	-25
SCARINESS	+25
ALIGNMENT	0

ACQUIRED:

- Find at Snowspire Village

DESCRIPTION: *See Furite Flash Face.*



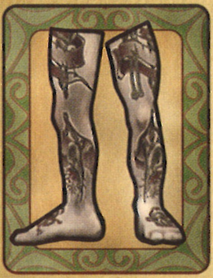
POISON WEB

COST	45
ATTRACTIVENESS	+10
SCARINESS	+10
ALIGNMENT	0

ACQUIRED:

- Purchase from Knothole Glade tattoo shop
- Steal from Knothole Glade tattoo shop

DESCRIPTION: *The webbing of the Red Widow spider, native to Witchwood, was once used by the Knothole Glade warrior to create traps and clothes.*



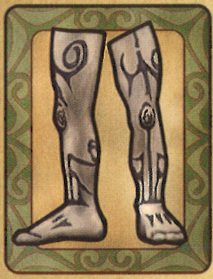
SEACHAOS LEG

COST	39
ATTRACTIVENESS	-5
SCARINESS	+5
ALIGNMENT	-5

ACQUIRED:

- Steal from home to the west in Knothole Glade
- Purchase from wandering tattooists

DESCRIPTION: *The Seachaos tattoos are a favourite among pirates.*



TALLIN CLAN LEG

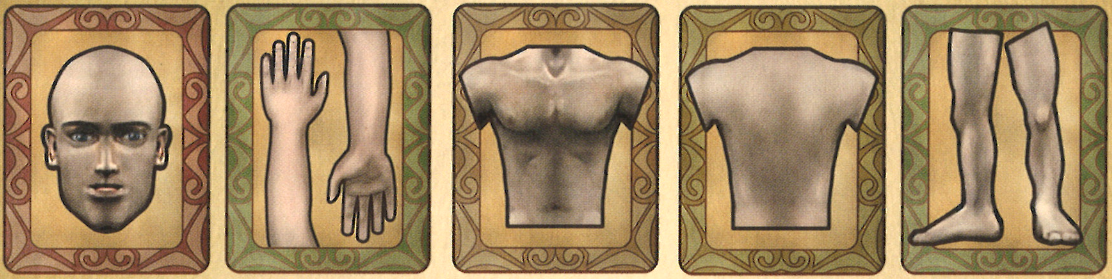
COST	36
ATTRACTIVENESS	0
SCARINESS	+5
ALIGNMENT	-5

ACQUIRED:

- On bookcase in Grey House
- Purchase from wandering tattooists

DESCRIPTION: *The Tallin Clan perfected unarmed combat to an art form. Their tattoos reflect their knowledge of the body's inner workings.*

All



REMOVE (ERASE EXISTING TATTOO)

COST	200
ATTRACTIVENESS	0
SCARINESS	0
ALIGNMENT	0

ACQUIRED:

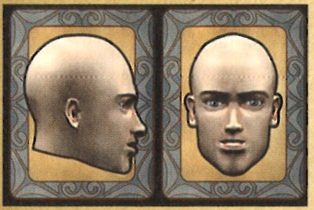
- Puchase from any tattooist

DESCRIPTION: *In the hands of a skilled tattooist, removing all your tattoos is a quick and painless process.*

Hair & Beards

Just as tattoos work wonders when it comes to tantalising (or terrorising) the townsfolk of Albion, so does a finely coiffured head of hair—and not just on the top of your head. Twirl up your 'tash for that dashing, daredevil look, or bedazzle with a beard of truly epic proportions. Any one of Albion's talented barbers will be happy to help you live out your follicular fantasies for a few pieces of Gold.

Hair



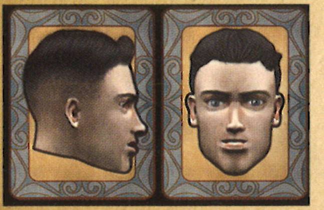
BALD

COST	44
ATTRACTIVENESS	+50
SCARINESS	-50
ALIGNMENT	0

DESCRIPTION: *A sign of wisdom, work-related stress, and androgenetic alopecia.*

ACQUIRED:

- Purchase from wandering barbers
- Purchase from Bowerstone South barbershop
- Steal from Bowerstone South barbershop



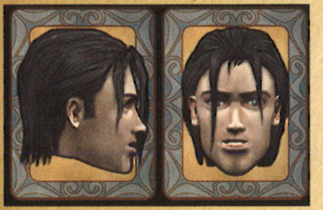
THE BUZZ

COST	40
ATTRACTIVENESS	-50
SCARINESS	0
ALIGNMENT	0

DESCRIPTION: *Intimidate the young and the elderly with this style.*

ACQUIRED:

- Steal from gravekeeper's home in Lychfield Graveyard
- Purchase from Bowerstone South barbershop
- Steal from Bowerstone South barbershop



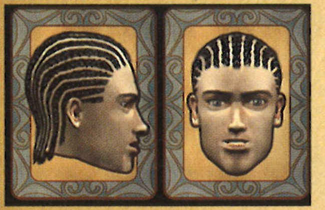
NORMAL HAIRCUT

COST	85
ATTRACTIVENESS	+50
SCARINESS	+50
ALIGNMENT	0

DESCRIPTION: *You won't stand out with this traditional style.*

ACQUIRED:

- Steal from eastern-most house in Bowerstone South
- Purchase from Bowerstone South barbershop
- Steal from Bowerstone South barbershop



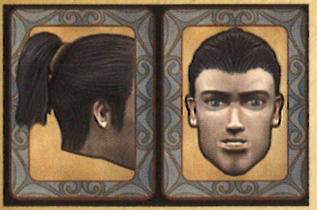
PLAITS

COST	44
ATTRACTIVENESS	-50
SCARINESS	-50
ALIGNMENT	0

DESCRIPTION: *Favoured by ancient warriors from distant lands. And small girls.*

ACQUIRED:

- Steal from tavern in Hook Coast



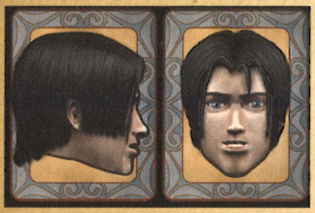
PONYTAIL

COST	66
ATTRACTIVENESS	0
SCARINESS	+50
ALIGNMENT	0

DESCRIPTION: *An elegant style favoured by swordsmen and wizards.*

ACQUIRED:

- Steal from Bowerstone South barbershop (upstairs)
- Purchase from wandering barbers



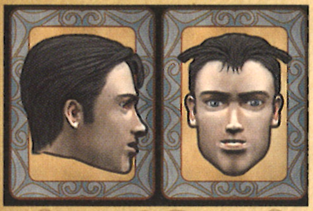
THE PUDDING BASIN

COST	42
ATTRACTIVENESS	0
SCARINESS	-50
ALIGNMENT	0

DESCRIPTION: *The bore's cut of choice. Much favoured by scholars.*

ACQUIRED:

- Complete Beardy Baldy quest
- Steal from Bowerstone South barbershop
- Smash barrel in Underground Tunnels



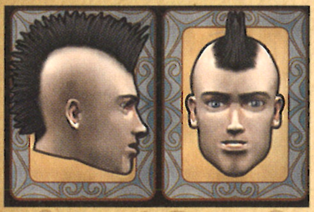
SHORT HAIR

COST	65
ATTRACTIVENESS	+50
SCARINESS	0
ALIGNMENT	0

DESCRIPTION: *Blend in with the crowd with this hairstyle.*

ACQUIRED:

- Steal from home on west side of Oakvale



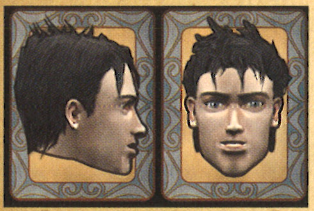
WARRIOR STRIPE

COST	85
ATTRACTIVENESS	-50
SCARINESS	+50
ALIGNMENT	0

DESCRIPTION: *Turn your hair into a battle cry.*

ACQUIRED:

- Purchase from wandering barbers



YOUNGER STYLE

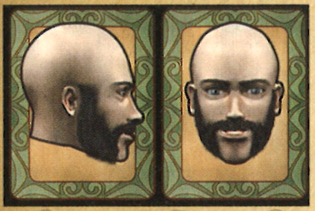
COST	50
ATTRACTIVENESS	0
SCARINESS	0
ALIGNMENT	0

DESCRIPTION: *The hair that most small fry go for.*

ACQUIRED:

- Steal from home on east side of Oakvale
- Purchase from wandering barbers

Beard



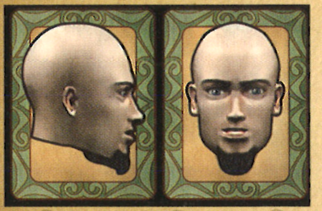
BIG BEARD

COST	58
ATTRACTIVENESS	+48
SCARINESS	-48
ALIGNMENT	0

ACQUIRED:

- Purchase from wandering barbers

DESCRIPTION: *For those with booming voices and big weapons.*



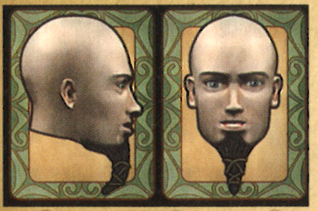
CHIN BEARD

COST	45
ATTRACTIVENESS	+24
SCARINESS	-24
ALIGNMENT	0

ACQUIRED:

- Steal from home on west side of Bowerstone South
- Fish in pond on Headsman's Hill

DESCRIPTION: *Interesting and perhaps ahead of its time.*



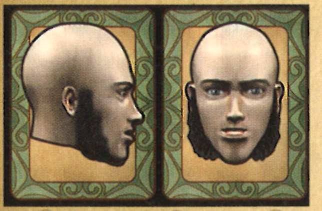
LONG BEARD

COST	60
ATTRACTIVENESS	-48
SCARINESS	+48
ALIGNMENT	0

ACQUIRED:

- Purchase from Bowerstone South barbershop
- Steal from Bowerstone South barbershop

DESCRIPTION: *A beard you could hide a Bandit in.*



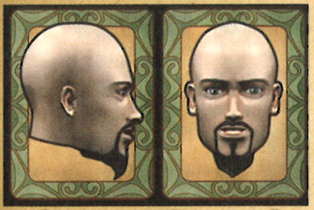
MUTTON CHOP BEARD

COST	62
ATTRACTIVENESS	+48
SCARINESS	0
ALIGNMENT	0

ACQUIRED:

- Steal from home in north-west part of Bowerstone North
- Purchase from wandering barbers

DESCRIPTION: *Imposing and eccentric.*



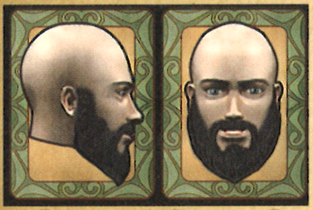
NORMAL BEARD

COST	82
ATTRACTIVENESS	+48
SCARINESS	+48
ALIGNMENT	0

DESCRIPTION: *An unremarkable beard type.*

ACQUIRED:

- Find upstairs in Grey House
- Purchase from Bowerstone South barbershop
- Steal from Bowerstone South barbershop



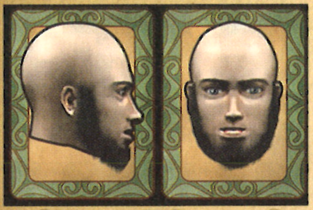
REGULAR BEARD

COST	64
ATTRACTIVENESS	+48
SCARINESS	0
ALIGNMENT	0

DESCRIPTION: *A usual sort of beard.*

ACQUIRED:

- Steal from eastern-most house in Bowerstone South



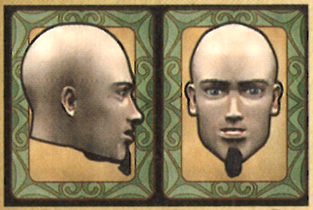
STANDARD BEARD

COST	30
ATTRACTIVENESS	-48
SCARINESS	+48
ALIGNMENT	0

DESCRIPTION: *A standard beard style.*

ACQUIRED:

- Find in Picnic Area
- Purchase from wandering barbers
- Purchase from Bowerstone South barbershop
- Steal from Bowerstone South barbershop



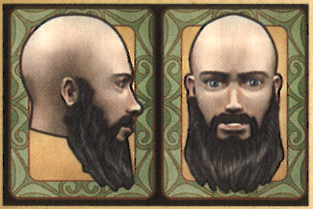
STRIP BEARD

COST	63
ATTRACTIVENESS	0
SCARINESS	+48
ALIGNMENT	0

DESCRIPTION: *They say that those in the far cities wear this.*

ACQUIRED:

- Steal from home in north-west part of Bowerstone North



TRAMP BEARD

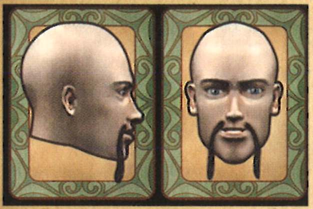
COST	24
ATTRACTIVENESS	-48
SCARINESS	0
ALIGNMENT	0

ACQUIRED:

- Steal from home to the north in Hook Coast
- Purchase from wandering barbers

DESCRIPTION: *More of a dropout lifestyle than a beard.*

Moustache



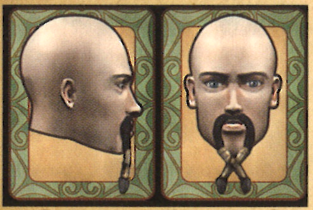
FOREIGN MOUSTACHE

COST	47
ATTRACTIVENESS	-49
SCARINESS	+49
ALIGNMENT	0

ACQUIRED:

- Steal from home on west side of Bowerstone North
- Purchase from wandering barbers

DESCRIPTION: *Visitors from other lands have introduced this inscrutable facial topiary.*

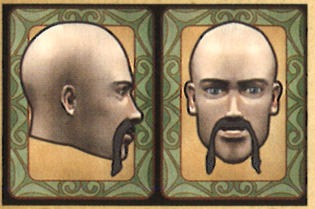


POWER MOUSTACHE

COST	67
ATTRACTIVENESS	+49
SCARINESS	-49
ALIGNMENT	0

- Find in barrel at Witchwood Lake

DESCRIPTION: *A moustache to bolster the confidence and scare the dim.*

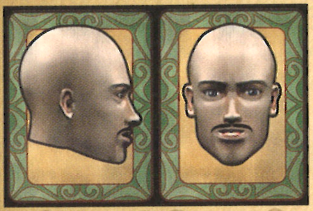


SHERIFF MOUSTACHE

COST	88
ATTRACTIVENESS	+49
SCARINESS	+49
ALIGNMENT	0

- Find in Bowerstone Jail area
- Purchase from Bowerstone South barbershop
- Steal from Bowerstone South barbershop

DESCRIPTION: *Worn by those in authority, this moustache says, "Obey me."*

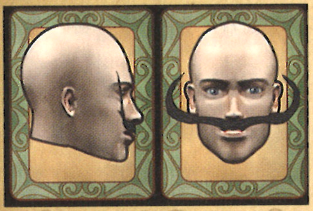


SMALL MOUSTACHE

COST	54
ATTRACTIVENESS	0
SCARINESS	+49
ALIGNMENT	0

- Find in Cell Block Two in Bargate Prison

DESCRIPTION: *Says more about you than a dozen books.*

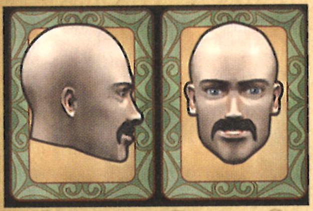


TRADER STYLE MOUSTACHE

COST	25
ATTRACTIVENESS	-49
SCARINESS	-49
ALIGNMENT	0

- Search scarecrow in Windmill Hill
- Purchase from wandering barbers

DESCRIPTION: *The facial hair of the wandering merchants of Albion.*



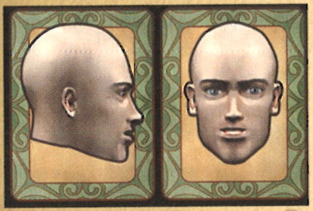
WORKING MOUSTACHE

COST	39
ATTRACTIVENESS	0
SCARINESS	-49
ALIGNMENT	0

- Fish up at Fisher Creek

DESCRIPTION: *The choice of those who do heavy manual labour.*

Miscellaneous



CLEAN SHAVE

COST	40
ATTRACTIVENESS	0
SCARINESS	0
ALIGNMENT	0

ACQUIRED:

- Purchase from Bowerstone South barbershop
- Steal from Bowerstone South barbershop
- Purchase from wandering barbers

DESCRIPTION: *Remove your beard and moustache. For those who want a fresh start, or those with a morbid fear of facial hair.*

Chapter 5.0 ~ Enemies: A Field Guide for the Fearless and Foolhardy

From the sun-dappled forests of Greatwood to the snowy peaks of the Northern Wastes, Albion is positively teeming with wildlife. Unfortunately, most of it wants to chew your face off. This chapter, then, is dedicated to *Fable Anniversary*'s exotic fauna—and, more importantly, protecting that ugly mug of yours. As if that weren't enough for a budding Hero, you can find strategies for defeating every single boss here, too. Now, go forth and conquer, you bloodthirsty terror.

ICON GUIDE

- 🌀 Drain Life Spell
- 🔥 Fire Augmentations/Spells
- ⚡ Lightning Augmentations/Spells
- ✋ Magical Attacks
- ✊ Physical Attacks
- ⊕ Piercing Augmentations
- ✦ Sharpening Augmentations
- ● Silver Augmentations

Creatures

Insects

Insects come in a variety of shapes and sizes but are easily the weakest enemies you'll encounter in Albion. Wasps, for instance, can only withstand a few swishes of your blade and Lightning magic can dispatch an entire swarm in seconds. Stag Beetles and Scorpions, meanwhile, prove a little tougher, thanks to their hard outer shells—but, even then, they pose no threat to a Hero with a half-decent blade. If there's one thing to be wary of, though, it's the Scorpion and its sting, capable of dealing a decent amount of damage. Luckily, Scorpions are slow-moving creatures, so don't expect too much of a challenge.

1

2

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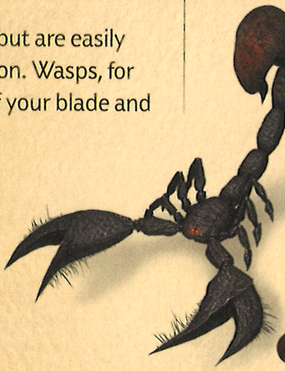
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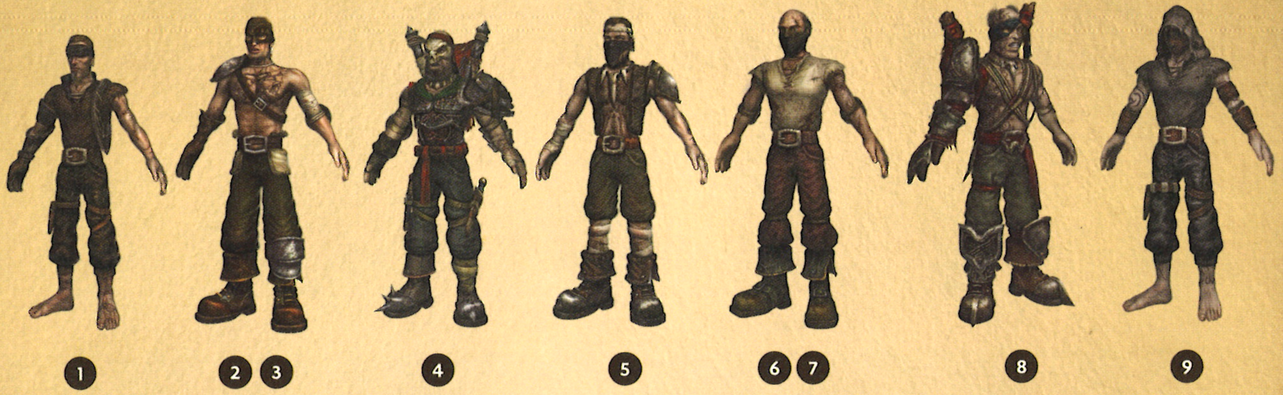
6

Name	Health	Experience	Renown	Primary Melee Attack	Secondary Melee Attack	Ranged Attack	Strong Against	Weak Against
1. Green Wasp	20	5	2	Sting (10 DMG)	-	-	-	✦ ⚡
2. Black Wasp	30	8	3	Sting (10 DMG)	-	-	-	✦ ⚡
3. Red Wasp	50	12	4	Sting (10 DMG)	-	-	-	✦ ⚡
4. Scorpion	100	12	5	Sting (70 DMG)	-	-	-	✦ ⚡
5. Black Beetle	10	1	1	Bite (10 DMG)	-	-	-	✦ ⚡
6. Red Beetle	200	10	3	Bite (30 DMG)	-	-	-	✦ ⚡

Bandits

Bloodthirsty Bandits roam the length and breadth of Albion but, unsurprisingly, are most commonly found at Twinblade's Bandit Camp. They're persistent sorts, always angling for a scrap, but pose little threat in their basic Melee form. Bandit Archers, however, can be a real nuisance, hanging back and raining down hell as you fight your way through a scrum. Needless to say, it's always wise to deal with Archers first, preferably from a safe distance with a Ranged attack.

Deadlier still are Bandit Lieutenants, their heavy armour and fearsome blades making them formidable opponents—but nothing comes close to the power of an Assassin. These silent warriors are excellent blockers and can do real damage with their Master Katanas. Luckily, like all Bandit types, Assassins are susceptible to long-range attacks and grisly decapitation. You can achieve the latter with a perfect Ranged headshot, or by stunning your opponents with a Lightning Spell and letting rip with a Flourish. They won't know what hit 'em.



Name	Health	Experience	Renown	Primary Melee Attack	Secondary Melee Attack	Ranged Attack	Strong Against	Weak Against
1. Bandit (Melee)	200	12	6	Steel Melee Weapon (20-30 DMG)	-	-	-	⚡
2. Bandit (Archer)	150	6	11	-	-	Bandit Crossbow (20 DMG)	-	⚡
3. Bandit (Fire Archer)	200	6	11	-	-	Bandit Fire Crossbow (80 DMG)	-	⚡
4. Bandit Lieutenant	400	42	20	Steel Katana (48 DMG)	-	-	-	⚡
5. Twinblade Bandit (Melee)	700	24	10	Obsidian Melee Weapon (75-90 DMG)	-	-	-	⚡
6. Twinblade Bandit (Archer)	300	18	10	-	-	Large Bandit Crossbow (100 DMG)	-	⚡
7. Twinblade Bandit (Fire Archer)	350	18	12	-	-	Bandit Fire Crossbow (80 DMG)	-	⚡
8. Twinblade Bandit Lieutenant	1,000	58	28	Bandit Lieutenant Longsword (100 DMG)	-	-	-	⚡
9. Assassin	1,500	36	14	Master Katana (90-146 DMG)	-	-	-	⚡

Guards

As a rule, you won't come up against Guards too often—unless you're an Evil sort who simply insists on breaking the rules in town. However, Bargate Prison—a key location in *Fable's* main quest—is packed full of the blighters so even Good characters should know what they're up against. Like Bandits, Guards are human opponents (and, therefore, can be decapitated), but they're tougher and meaner all round—particularly as they carry Crossbows and aren't afraid to use them. Thankfully, though, Guards are lousy shots and are weak against Ranged attacks. As such, your best approach to any Guard-rife situation is to hang back and deal with them from afar.

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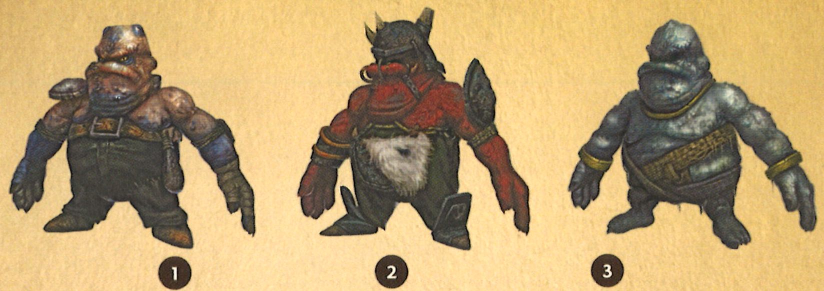
Name	Health	Experience	Renown	Primary Melee Attack	Secondary Melee Attack	Ranged Attack	Strong Against	Weak Against
1. Standard Guard	400	16	10	Iron Longsword (30 DMG)	-	Guard Crossbow (50 DMG)	-	✦ ⚡
2. Elite Guard	700	32	15	Obsidian Longsword (90 DMG)	-	Large Guard Crossbow (100 DMG)	-	✦ ⚡
3. Guard Lieutenant	1,000	42	20	Master Longsword (135 DMG)	-	Large Guard Crossbow (100 DMG)	-	✦ ⚡
4. Snowspire Guard	1,200	48	20	Master Longsword (135 DMG)	-	Large Guard Crossbow (100 DMG)	-	✦ ⚡
5. Sheriff	1,000	25	19	Obsidian Longsword (90 DMG)	-	-	-	✦ ⚡
6. Executioner	1,500	15	15	Executioner Axe (15 DMG)	-	-	-	✦ ⚡

Hobbes

Hobbes are a real headache for any Hero. Individually, they're not particularly challenging—but that's little comfort, given their tendency to attack in large, devastating packs. Fortunately, their group mentality makes them particularly susceptible to area-of-effect-style Spells, such as Enflame and Force Push. Better still, Hobbes are weak to both Fire and Lightning; attacking them with appropriate Spells or Fire- and Lightning-augmented weaponry always yields spectacularly messy results.

Hobbes come in a number of different forms and it pays to prioritise your attacks. Always deal with Spellcaster Hobbes first; their devastating long-range magic can be hard to avoid when you're surrounded. Next, begin working your way through the ranks. Start with armour-less Hobbes then move on to those equipped with helmets and basic clothing. Finally, focus your attention on the powerful, muscular, red and black Hobbe variants. With them out of the way, you're golden.

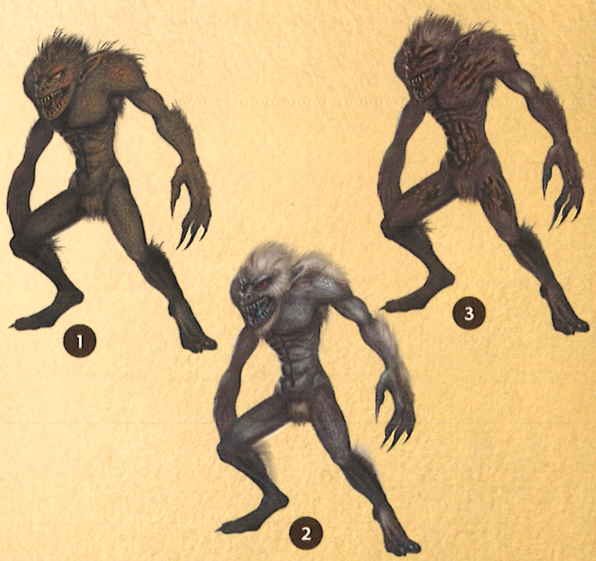


Name	Health	Experience	Renown	Primary Melee Attack	Secondary Melee Attack	Ranged Attack	Strong Against	Weak Against
1. Hobbe Grunt	600	18	10	Hobbe Axe (60-70 DMG)	-	-	-	✦ ⚡ 🔥
2. Hobbe Lieutenant	900	26	14	Hobbe Hammer (90 DMG)	-	-	-	✦ ⚡ 🔥
3. Hobbe Spellcaster	300	22	12	Hobbe Staff (80 DMG)	-	Hobbe Staff (80 DMG)	-	✦ ⚡ 🔥

Balverines

Balverines are ferocious, lightning-fast beasts, capable of doing some real damage with their razor-sharp claws if you let your guard down. Balverines have two main attacks, either leaping upward and landing in close to take a vicious swipe or pouncing forward with devastating efficiency. Thankfully, though, you can minimise your chances of premature death by hanging back and using Ranged weapons. Keeping your distance also affords extra time to dodge to safety, should a Balverine decide to charge.

Although Balverines are resistant to most forms of magic, they're weak against Silver Augmented weapons—White Balverines, especially so. Speaking of which, in a busy fight, always focus your attacks on White Balverines first—they can prove extremely troublesome otherwise. As an additional precaution, use Slow Time and the Physical Shield Spell to limit a Balverine's capacity for destruction.



Name	Health	Experience	Renown	Primary Melee Attack	Secondary Melee Attack	Ranged Attack	Strong Against	Weak Against
1. Balverine	500	20	12	Claws (50 DMG)	-	-	⚡ 🌀	✦ ●
2. Frost Balverine	1,000	20	12	Claws (140 DMG)	-	-	⚡ 🌀	✦ ●
3. White Balverine	3,000	120	100	Claws (100 DMG)	-	-	✊ ⚡ 🔥 🌀	✦ ●

Undead

Albion's Undead warriors might look formidable but they're actually pushovers in their basic form. For starters, it's easy to escape their slow gait—and, better yet, they're weak against Ranged attacks and Fire Spells such as Fireball and Enflame. Melee users, meanwhile, should equip a Fire- or Silver-augmented weapon and unleash a barrage of quick, guard-breaking Flourishes. Do be wary of Undead Generals (and their icy Northern Wastes counterparts, Wraiths), however. They're extremely tough opponents, equipped with some serious weaponry. Thankfully, though, your battle strategies remain the same.

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Name	Health	Experience	Renown	Primary Melee Attack	Secondary Melee Attack	Ranged Attack	Strong Against	Weak Against
1. Undead Minion	400	10	10	Undead Sword / Axe (80 DMG)	Undead Sword / Axe (80 DMG)	-	⚡ 🌀	✦ ● 🔥
2. Undead Chieftain	1,000	14	14	Undead Chieftain Sword / Axe (100 DMG)	Undead Chieftain Sword / Axe (90 DMG)	-	⚡ 🌀	✦ ● 🔥
3. Undead General	2,000	38	36	Undead General Sword (150 DMG)	Undead General Axe (140 DMG)	-	⚡ 🌀	✦ ● 🔥
4. Wraith	4,000	38	36	Wraith's Mace (150 DMG)	-	-	⚡ 🌀	✦ ● 🔥

Nymphs

Nymphs might look innocent, with their fairy-like forms, but they're easily among the most annoying, challenging enemies in *Fable*. Nymphs, you see, always launch airborne attacks, never flying low enough for Melee users to deal damage. Worse still, they're able to summon lesser creatures, like Hobbes and Scorpions, to do their bidding—meaning you've got powerful Ranged attacks and myriad allies to deal with at any one time. Want more bad news? Nymphs are nimble little blighters, able to zip around the battlefield with ease, making them particularly hard to pick out in a scrum. You'll learn to loathe Nymphs, quickly.

Thankfully, Nymphs aren't all that common in Albion, but, with Melee combat out of the question, your fighting strategies are limited. Ranged fighters should prep their most powerful bows and Will users should attack with Lightning- or Fire-based Spells. Next, stand well back to avoid grief from smaller enemies, then lock on and wait for the Nymph to emerge from its protective orb form. When it does, unleash your full fury, then, as it dematerialises, refocus your attention on thinning out the lesser hordes. Repeat until hard-earned victory is yours.

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Name	Health	Experience	Renown	Primary Melee Attack	Secondary Melee Attack	Ranged Attack	Strong Against	Weak Against
1. Wood Nymph	250	30	18	-	-	Wood Nymph Thorn Trap (50 DMG)	-	✦ ⚡ 🔥
2. Water Nymph	500	40	26	-	-	Water Nymph Ice Trap (80 DMG)	-	✦ ⚡ 🔥
3. Succubus Nymph	500	50	34	-	-	Succubus Nymph Trap (120 DMG)	-	✦ ⚡ 🔥
4. Succubus Queen	1,500	50	34	-	-	Succubus Queen Trap (200 DMG)	-	✦ ⚡ 🔥

Trolls

Trolls are easily the most powerful enemies in *Fable.* They're high in health points and capable of some serious destruction. Trolls primarily attack by tossing huge projectiles—rocks, earth, and ice blocks—at Heroes, and these are best avoided by deploying Slow Time. Look out for occasional breaks between strikes as Ranged and Magic fighters can use them to fire off a couple of arrows and offensive Spells. It'll be slow going, though.

Indeed, Melee combatants are best equipped to deal with Trolls and have a number of strategies available to them in battle. Firstly, it's possible to fling a Troll's projectiles back with a well-timed Melee swipe, dealing serious damage in the process. Slow Time is practically a must here, though, given the speed at which Trolls attack. Alternatively, Melee users can charge in close to do some direct damage with a high-powered weapon—although it's vital to be ready for the inevitable Ground Pound attack.

This move can be devastating in tight confines so learn to recognise each Troll type's giveaway "tell" and prepare to dodge clear as soon as you sense an imminent strike. Get your timing right and it's entirely possible to win a battle without taking damage yourself—particularly if you equip a Sharpening-augmented weapon and cast the Physical Shield Spell first.

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Name	Health	Experience	Renown	Primary Melee Attack	Secondary Melee Attack	Ranged Attack	Strong Against	Weak Against
1. Earth Troll	2,000	120	90	Ground Pound (200 DMG)	-	Earth Chunks (100 DMG)	✊ ⚡ 🔥 🌀	✦ ⌖
2. Rock Troll	5,000	160	113	Ground Pound (400 DMG)	-	Rocks (150 DMG)	✊ ⚡ 🔥 🌀	✦ ⌖
3. Ice Troll	5,000	160	113	Ground Pound (400 DMG)	-	Ice Chunks (150 DMG)	✊ ⚡ 🔥 🌀	✦ ⌖

Minions

Minions are fearsome warriors, able to block pretty much any direct attacks that come their way. Melee combatants, then, have little choice but to stay nimble, dodging around their targets to strike at the side or rear. Use the Slow Time Spell to counter a Minion's fast-paced fighting style, and exploit their extreme vulnerability to fire by equipping a Flame-augmented weapon.

Ranged and Magic users have it a little easier—long-distance Multi Arrow, Enflame, and Fireball Spells prove particularly effective in battle. However, stay vigilant; Minions are able to teleport with ease, often materialising in close to land an unexpected strike. Be ready to dodge out of harm's way if you're attempting to tackle a Minion from afar. Additionally, always deal with blue Dreadwing Minions first. Their powerful, long-range, magical attacks can do some real damage if you're caught up in a scrum.

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Name	Health	Experience	Renown	Primary Melee Attack	Secondary Melee Attack	Ranged Attack	Strong Against	Weak Against
1. Minion Dreadwing	2,000	90	50	Minion Dreadwing Staff (100 DMG)	-	Minion Dreadwing Staff (100 DMG)	🌀	✦ ⊕ ⚡ 🔥
2. Minion Wardog	1,800	80	40	Minion Duel Sword (120 DMG)	-	-	🌀	✦ ⊕ ⚡ 🔥

Summoners

Summoners are an imposing lot—tough and able to deal powerful, long-range, magical damage. Worse still, they always strike with Minions in tow. While high-level Ranged weapons are reasonably effective against Summoners, Melee fighters are in for an easier ride. Simply cast Slow Time (and, if you have it, the Berserk Spell) to deal as much Melee damage as possible. Be careful, though; strike a Summoner while it's charging a Spell and you'll lose health. What's more, when a Summoner finally falls, it releases a shockwave that can prove deadly if you're caught in its wake. In other words, don't hang about to admire your handiwork.

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Name	Health	Experience	Renown	Primary Melee Attack	Secondary Melee Attack	Ranged Attack	Strong Against	Weak Against
1. Summoner (Red)	6,000	80	40	Summoner Sword (220 DMG)	Summoner Lightning Slice (180 DMG)	Summoner Lightning Orb (500 DMG)	🌀 ⚡	✦ ⊕ 🔥
2. Summoner (Green)	6,000	80	40	Summoner Sword (220 DMG)	Summoner Lightning Slice (180 DMG)	Summoner Lightning Orb (500 DMG)	🌀 ⚡	✦ ⊕ 🔥

Screamers

Screamers, strange otherworldly entities that roam the darker corners of Albion, are virtually immune to physical attacks. Fortunately, though, they're incredibly vulnerable to high-level magic and all forms of Augmented weaponry—and so pose little threat to suitably equipped Heroes. Be wary of a Screamer's health-sapping Drain Life attacks, however; if you don't want to be a shrivelled, Heroic husk, it pays to deal with your targets quickly.

Name	Health	Experience	Renown	Primary Melee Attack	Secondary Melee Attack	Ranged Attack	Strong Against	Weak Against
1. Screamer	400	80	32	-	-	Drain Life Spell	🌀 ✊	✋

Bosses

Name	Health	Experience	Renown	Primary Melee Attack	Secondary Melee Attack	Ranged Attack	Strong Against	Weak Against
1. Wasp Queen	400	0	50	Strike (30 DMG)	-	Wasp Generation	-	✨ ✊
2. Whisper	1,500	0	0	Whisper's Staff (120 DMG)	-	-	-	✨
3. Twinblade	3,000	100	120	Twinblade's Sword (120 DMG)	-	Twinblade Sword (120 DMG)	Everything*	✨
4. Arachanox	7,000	200	300	Tail Strike (50 DMG)	Claws (300 DMG)	-	Everything*	✨ ⊕
5. Thunder	3,000	100	0	Thunder's Sword (200 DMG)	-	Lightning Strike (200 DMG)	Everything*	✨ ⊕
6. Kraken	5,000	90	170	-	-	-	Everything*	✨ 🔥
7. Maze	400	2,000	1,500	-	-	-	🔥 ✊	
8. Jack of Blades	10,000	5,000	20,000	Sword of Aeons (500 DMG)	-	-	Everything*	✨
9. Briar Rose	9,000	100	0	Briar Rose's Sword (520 DMG)	-	Drain Life Spell, Lightning Spell	⚡	✨
10. Nostro	12,000	38	36	Nostro's Sword (150 DMG)	-	-	🌀	✨ ● 🔥
11. Guildmaster	8,000	100	0	-	Physical Shield Spell, Heal Life Spell	-	-	
12. Jack of Blades (Dragon)	2,000	-	3,000	Bite	Ground Slam	Fire Beam, Fire Ball	🌀 🔥	⚡

*See Weak Against for exceptions

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① Wasp Queen

You encounter the Wasp Queen early on in your adventure, during the Wasp Menace quest (see Chapter 3.2). Thankfully, despite her formidable appearance, the Wasp Queen poses little threat to even the freshest-faced Heroes. However, her constant airborne nature makes Melee attacks virtually useless; instead, switch to a Ranged weapon or Spell, engage auto-target, and let rip.

② Whisper

Whisper makes three combative appearances in *Fable*—during the Guild Training and Attack/Protect Orchard Farm quests (see Chapter 3.2) and, finally, at The Arena (see Chapter 3.4). She's a master blocker and a nimble fighter—but, if you break through her defences, she can be subdued with a few direct hits. Melee weapons are a must against Whisper—use Slow Time then dodge behind her to unleash a succession of Flourishes.

③ Twinblade

Twinblade appears as the Find the Bandit Seeress quest reaches its climax (see Chapter 3.3). He's a truly formidable opponent, capable of blocking virtually all your attacks. Every so often, however, Twinblade slams his swords into the ground, giving you a few moments to strike while he pulls them free. Quickly circle around and land a few blows on his back to deal some major damage. Simply repeat the process until he submits. Be careful not to stray too close to the edge of the arena during battle, though; Twinblade's amassed followers are only too happy to give you a few pokes with their swords.

④ Arachanox

Arachanox, the fearsome Scorpion King, is encountered at the tail-end of the Arena quest (see Chapter 3.4). Keep your distance at first, firing off a few Multi Arrows or Spells to do some preliminary damage. As soon as your opponent spreads its claws and begins to glow green, cast Slow Time, run up, and pound it repeatedly in the eye. When Arachanox rears up, ready to slam its tail into the ground, quickly dodge backward then move in again to land a few more blows. Repeat this tactic and, eventually, Arachanox burrows beneath the earth. Deal with its Scorpion minions then repeat the entire pattern until victory is yours.

⑤ Thunder

You have the option to battle Thunder twice in *Fable*—during the Mayor's Invitation quest (see Chapter 3.5) and during the Evil version of the Souls of Heroes quest (see Chapter 3.6). Thunder is a master blocker so it's vital that you dodge around or deploy the Assassin Rush Spell to attack from the rear—use Slow Time if you're struggling. Intermittently, Thunder pauses to unleash a powerful Lightning Spell. Melee attacks are useless here, but Ranged combatants can pile on the damage from afar with Multi Arrow. Keep up the offensive and Thunder eventually succumbs to your superior strength.

⑥ Kraken

You encounter the Kraken (or bits of it, at least) just as things are beginning to go your way during the Prison Escape quest (see Chapter 3.5). Your first task is to deal with its tentacles, but you need to time your attack carefully. Melee users should edge around the room, ready to dodge when a tentacle prepares to lunge. A successful dodge leaves the tentacle stunned, giving you a few moments to hack away with the most powerful weapon at your disposal. Ranged combatants, meanwhile, should unleash a barrage of charged shots.

Once all tentacles have disappeared beneath the waves, the great Kraken's head emerges. Lock on and keep moving to avoid its powerful ray attack (although you may need to dodge on occasion) and start laying on the damage. Ranged attacks are best during this stage of the battle, with Multi Arrows proving particularly effective. If you're fast, it's possible to defeat the Kraken before it sinks beneath the water again. Dawdle, though, and you'll have to deal with its tentacles before another chance arises. Eventually, victory will be yours.

⑦ Maze

You face Maze during the Return to Hook Coast quest (see Chapter 3.5). He can only be damaged from behind and has a full arsenal of devastating Spells, meaning it's often tough to get in close and attack. Melee combatants should make judicious use of Assassin Rush or combine Slow Time with some carefully executed rolls to slip into striking distance. Ranged specialists, meanwhile, should stand far enough back that Maze begins lobbing magical shots. Lock-on and fire off a charged Multi Arrow

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immediately after his Spell is cast. Eventually, Maze teleports to another location in Hook Coast, meaning you've no choice but to give chase and repeat the pattern.

As the battle reaches its conclusion, Maze enters the Hook Coast lighthouse. It's a tough fight in such close confines, but try and lure Maze to ground level and deal with him there. Ranged shots are practically useless inside the lighthouse so equip a Melee weapon. Hang back to avoid Maze's area-of-effect Spells, then, as soon as the opportunity arises, sweep in and hack away for all you're worth. Keep it up and Maze will finally submit.

⑧ Jack of Blades

Your fight against Jack (see the Battle Jack of Blades quest in Chapter 3.5) consists of several different rounds. The first of these is largely Melee-focused, requiring careful use of Flourishes to bypass Jack's fearsome blocking prowess—just be sure to dodge whenever he thrusts his magic-spewing sword forward. Once you've managed to land a few successful strikes, Jack teleports out of reach. Dash on over to his position, being mindful of his Spells as you approach, and continue laying on the Flourishes.

Once you've whittled down his health, Jack begins levitating in the centre of the chamber. Unsurprisingly, this necessitates a switch to Ranged weapons. Duck behind the rocks that emerge from the ground to escape Jack's powerful projectile strikes and launch fully charged Multi Arrows between his attacks. You're besieged by Minions toward the end of the encounter—either deal with them directly from behind cover or circle around the room, avoiding their advances and focussing on bringing Jack down as quickly as possible.

⑨ Briar Rose

Should you choose to slaughter your chums in the Souls of Heroes quest (see Chapter 3.6), Briar Rose is your second target. Briar's opening trick is to create several illusions of herself—smack each of them in turn until you find her real form, then get stuck in good and proper. Melee fighters should break Briar Rose's blocks with a Flourish and sneak round the back to dole out extra damage. Things are a little trickier for Ranged users, however—watch out for Briar's powerful, long-distance, energy Spell while you're charging your attacks— and dodge frequently. After a few successful hits, Briar casts her illusion Spell again and the pattern repeats. Keep fighting and, eventually, her soul is yours.

⑩ Nostro

Good Heroes seeking the Oldest Soul during the Souls of Heroes quest (see Chapter 3.6) can expect a return trip to the Circle of the Dead, where the great (and notably deceased) Nostro awaits. Once the battle commences, immediately focus your attention on Nostro's Undead soldiers. Nostro becomes temporarily vulnerable each time one is destroyed—use the opportunity to deal as much damage as possible before he fades again. Keep switching your attention between Nostro and the Undead and, eventually, the battle will be won.

⑪ Guildmaster

Evil Heroes searching for the Oldest Soul during the Souls of Heroes quest (see Chapter 3.6) eventually confront the Guildmaster himself. Unusually, you don't battle him directly, instead taking on his army of loyal Guards. Throughout the fight, the Guildmaster casts Heal Life and Physical Shield on his allies, making things just a little bit harder. Thankfully, though, he can't focus his magic on every Guard at once, so all you need to do is pick off any unaffected opponents and wait until the rest are no longer under his Spell.

⑫ Jack of Blades (Dragon Form)

Your very final battle in *Fable* (see the appropriately titled Final Battle quest in Chapter 3.6) is against Jack of Blades' terrifying dragon form. Before you do anything, take some time to learn his flight patterns and the attacks that follow. If Jack swoops down and hovers above one corner of the arena, Ranged fighters should take the opportunity to launch a long-distance strike. Watch out, though; he's readying either a volley of fireballs, which can be dodged, or a powerful jet of flame. Escape the latter attack by quickly ducking into one of the alcoves at either side of the battlefield.

When Jack eventually lands, you have a few moments to run in and lay on some heavy Melee damage. Keep watch for his powerful lunge attack and be ready to move when he pushes suddenly off the ground. This indicates an imminent shockwave attack, which can be avoided by sprinting into a nearby corner—needless to say, Slow Time is invaluable here. Once you've depleted around half of Jack's health, Minions begin materialising in the area. Deal with them as necessary but never take your eyes off Jack—the last thing you want is to be caught out at this late stage in battle. Eventually, though, hard-earned victory is yours.

Chapter 6.1 ~ Appendices: Silver Keys, Demon Doors, Hero Dolls, and Trophies

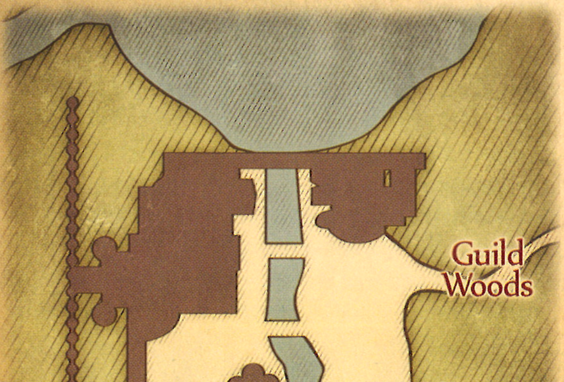
If worldwide fame and recognition simply aren't enough for a Hero of your standing, there's always treasure to satiate your materialistic needs. You'll be happy to hear that Albion is positively heaving with the stuff—almost as if some benevolent god decided to *put them there on purpose*. And, lo, he said, treasure shall rain upon the world like that really weird rain made of treasure that you almost never, ever, see.

Silver Keys, Silver Key Chests, and Demon Doors

There are three things any self-respecting treasure hunter should keep an eye out for on their travels: Silver Keys, Silver Key Chests, and Demon Doors. Silver Keys are used to open the 12 Silver Key Chests scattered around Albion. You need a specific number of Silver Keys (of which there are 30 in total) to open each Silver Key Chest but, thankfully, your tally never decreases. Albion's 15 Demon Doors, meanwhile, guard some of the realm's most powerful armour and weapons - in other words, exactly what the Guilds' physician prescribed for a lifetime of adventure. Unfortunately, Demon Doors are stubborn things and will open only for those smart enough to solve their riddles.

If all that scouring and solving sounds like too much hard work, a solution is at hand. It's called *this chapter* and its bounty is now yours.

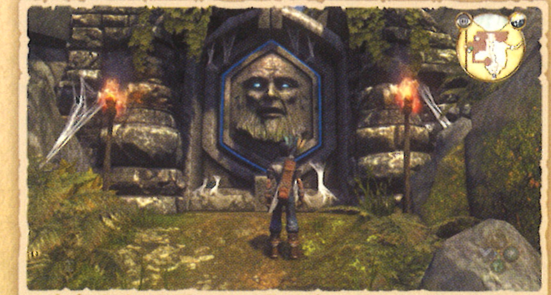
Heroes' Guild



SILVER KEY CHEST #1

KEYS REQUIRED: 20
CONTAINS: Murren Greathammer

You'll spot your first Silver Key Chest early on as you wander the gardens of the Heroes' Guild. It's going to be a while before you open it, mind!

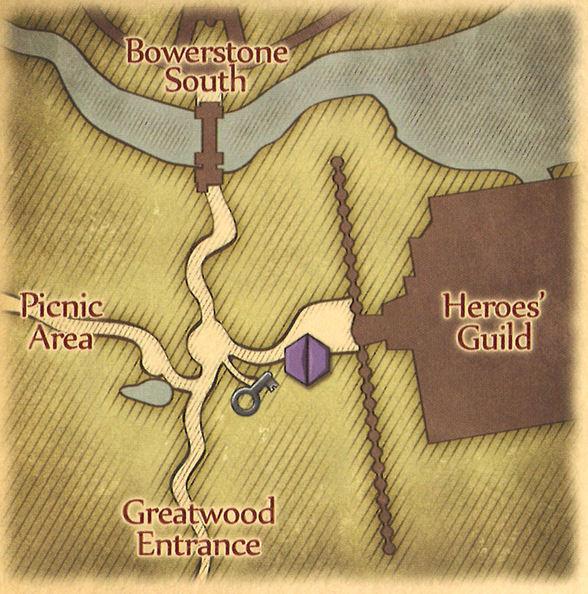


DEMON DOOR #1

CONTAINS: Books, Elixir of Life, Howl Tattoo
RIDDLE: *"Your path is dark. Only a light will reveal it. And you are not bright enough."*

Remember that Lamp you received at your Heroes' Guild graduation? Use it in front of this door to access its shadowy innards.

Lookout Point



SILVER KEY #1

Hack through the bushes near the statue at Lookout Point to reveal a thin path leading to the first Silver Key.

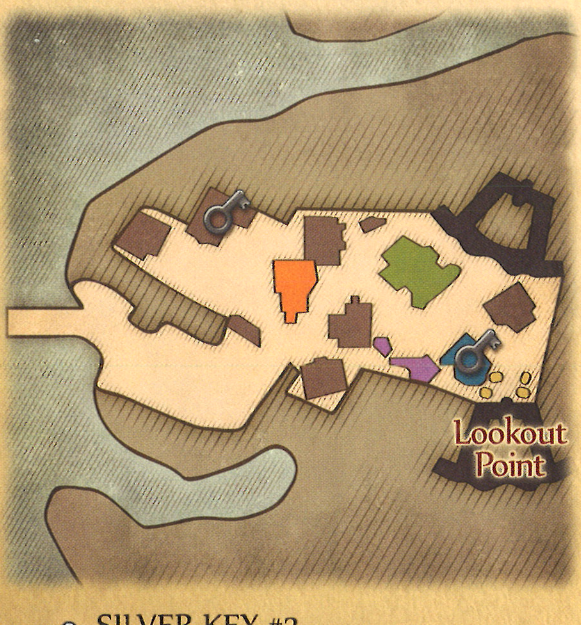
DEMON DOOR #2

CONTAINS: The Fire Heart

RIDDLE: "*You bear the mask of Jack of Blades. The Prophets had foreseen the coming of such a legend among Heroes. The rise of the summoners in the Northern Wastes marks the arrival of a new threat to all things living. We have long dreaded this portent. Behind my walls lies the Fire Heart. There, you will speak to the Prophets who watch over it. You may enter now. But beware the beating of the Heart. It has burned many before you.*"

This door opens toward the end of the game, as part of your main quest—so, even though it's the second Demon Door you'll likely see in Albion, you've got a long way to go before its secrets are revealed.

Bowerstone South



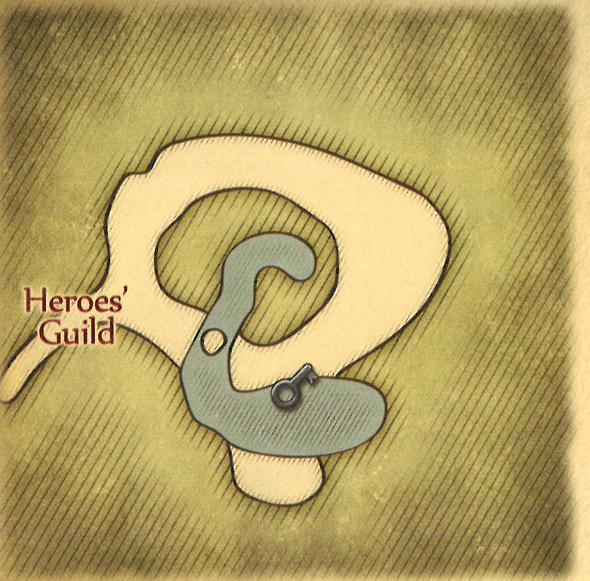
SILVER KEY #2

Your second Silver Key awaits on the balcony of Bowerstone South's clothing shop. Why not treat yourself to something nice while you're there?

SILVER KEY #3

Complete the school's Book Collection quest in Bowerstone South by turning in 25 tomes. You'll get another Silver Key as your hard-earned reward.

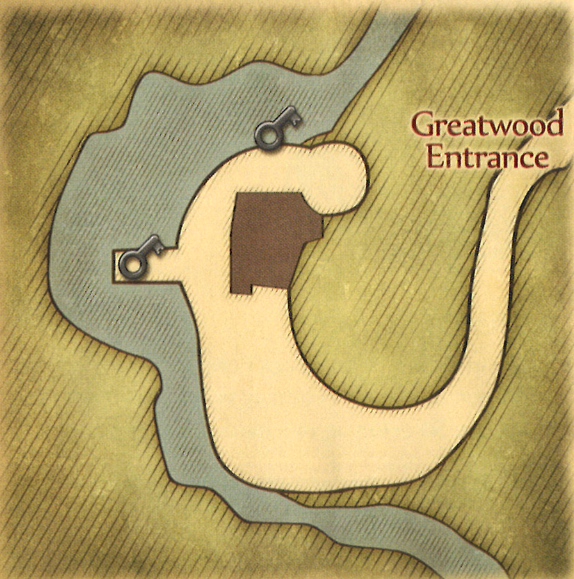
Guild Woods



SILVER KEY #4

With Rod in hand, return to Guild Woods and fish in the pond to the south. What do you mean, "Who's Rod?"

Fisher Creek



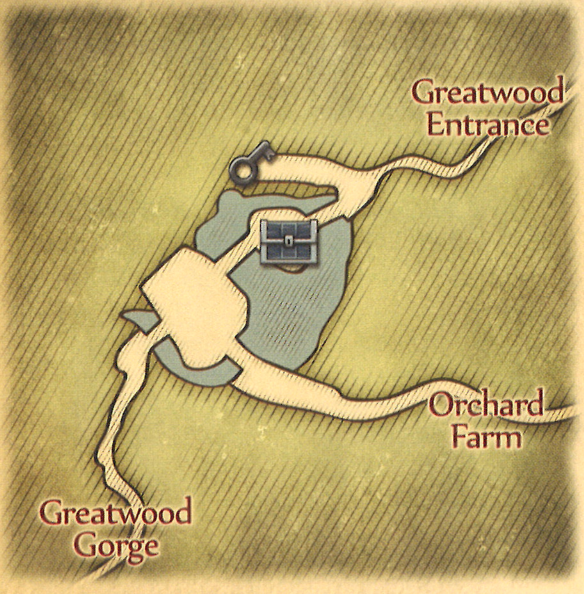
SILVER KEY #5

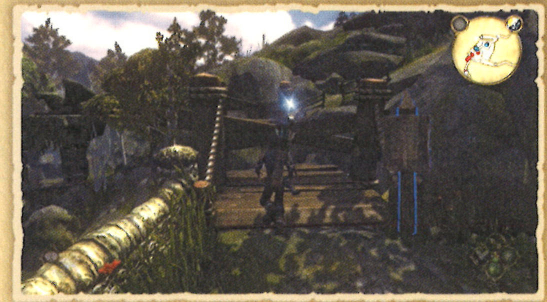
Roam the northern river bank and use your Fishing Rod to reel in your remarkably resilient prize.

SILVER KEY #6

Come first in the Fisher Creek Fishing Competition to win this Silver Key.

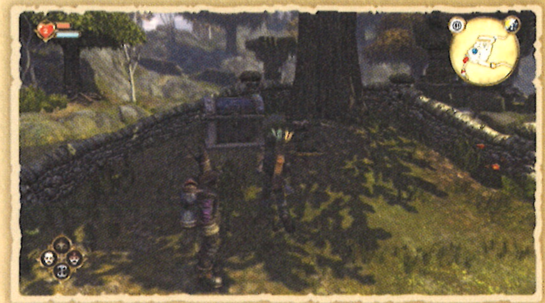
Greatwood Lake


Greatwood Entrance
Orchard Farm
Greatwood Gorge



SILVER KEY CHEST #2
KEYS REQUIRED: 5
CONTAINS: Elixir of Life

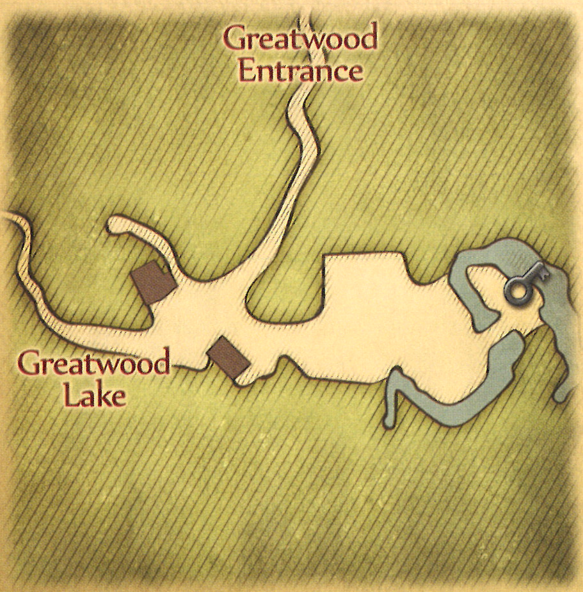
This second Silver Key Chest sits idly on the small island to the north. You can cup its delicates in your palm for a mere five Silver Keys.



SILVER KEY #7

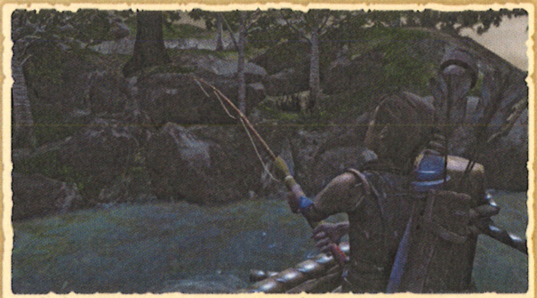
Make your way up toward the broken bridge in the northern part of Greatwood Lake to claim your next Silver Key.

Orchard Farm

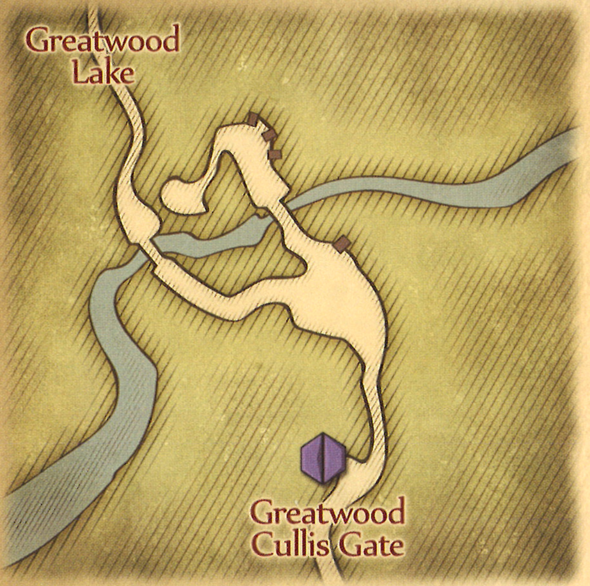

Greatwood Entrance
Greatwood Lake

SILVER KEY #8

Visit the jetty at the far eastern end of Orchard Farm and fish for your next shiny Silver Key.



Greatwood Gorge



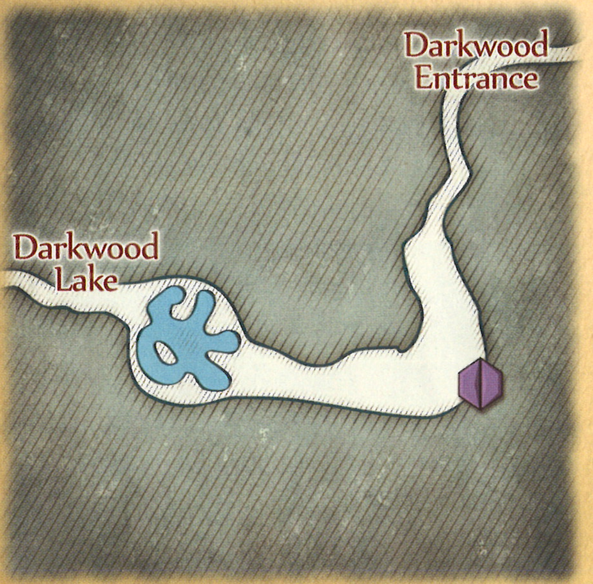
DEMON DOOR #3

CONTAINS: Wellow's Pickhammer

RIDDLE: *"This is the deal. You perform an act of great evil in my sight, and I'll pop open."*

Only those with the blackest of hearts can sway this door into opening. Totally Evil characters have it easiest as the door swings open immediately for them. Everyone else, though, will need to slaughter several citizens in its presence (using the Follow Expression to lead them to their doom) or down 10 Crunchy Chicks while it watches on. Yum.

Darkwood Marshes



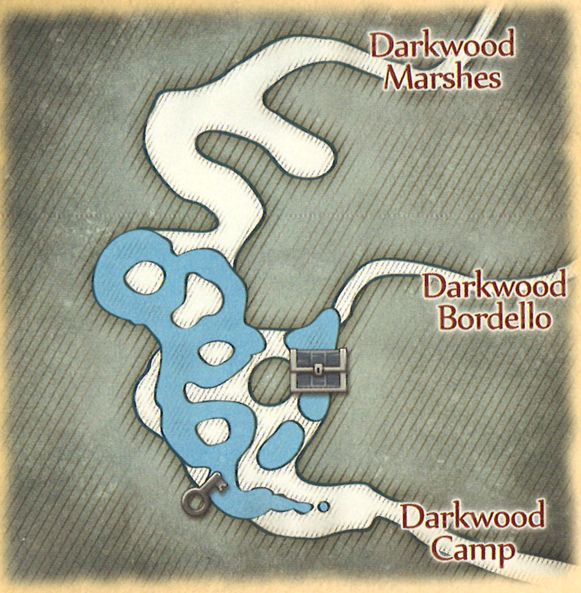
DEMON DOOR #4

CONTAINS: Dark Will User's Outfit

RIDDLE: *"Beware, traveler - I block the way to all but the most combat-hardened. If you request, my Guardians will test your mettle in combat. Meet their challenge, and the reward I hide is yours."*

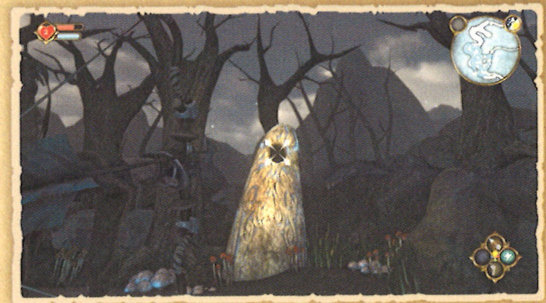
All this door wants is to see a bit of a scuffle. Accept his challenge and you'll face several rounds of Hobbes - starting with a few weaklings and getting harder from there. Once open, you'll find the Dark Will User's Outfit, needed to complete the Demon Door's riddle on the Abandoned Road.

Darkwood Lake


Darkwood Marshes
Darkwood Bordello
Darkwood Camp

SILVER KEY #9

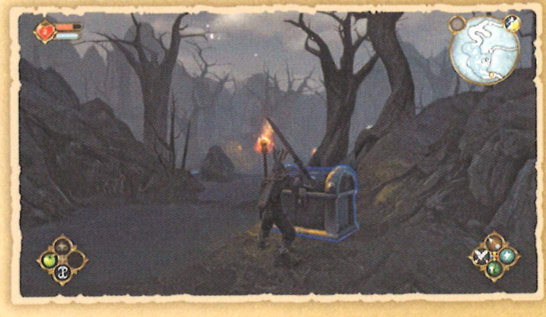
Shoot an arrow though the hole in the strange stone to the south of Darkwood Lake. You'll dislodge another Silver Key for your troubles.



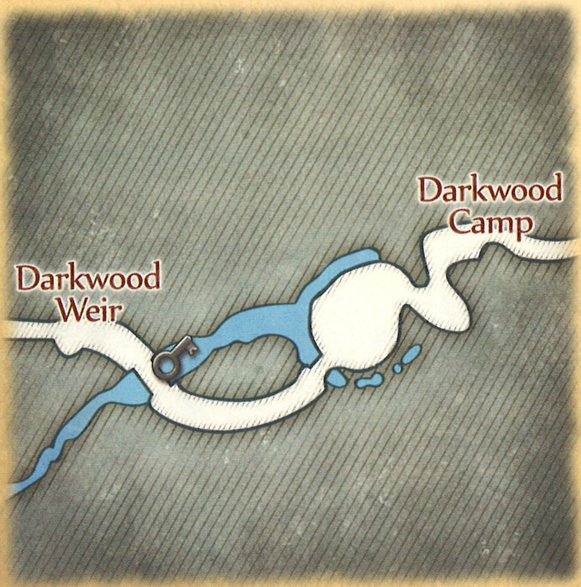
SILVER KEY CHEST #3

KEYS REQUIRED: 15
CONTAINS: Arken's Crossbow

Another Silver Key Chest awaits near the entrance to the Darkwood Bordello. Too many temptations in one place?



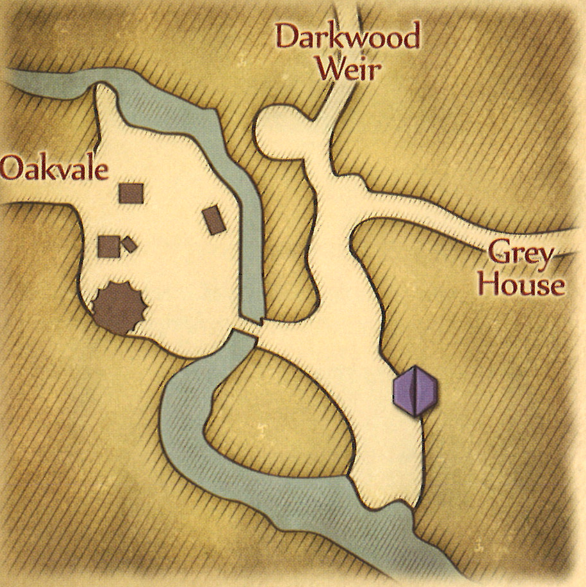
Ancient Cullis Gate


Darkwood Camp
Darkwood Weir

SILVER KEY #10

Fish for the next Silver Key on the bridge to the west of the Ancient Cullis Gate.

Barrow Fields



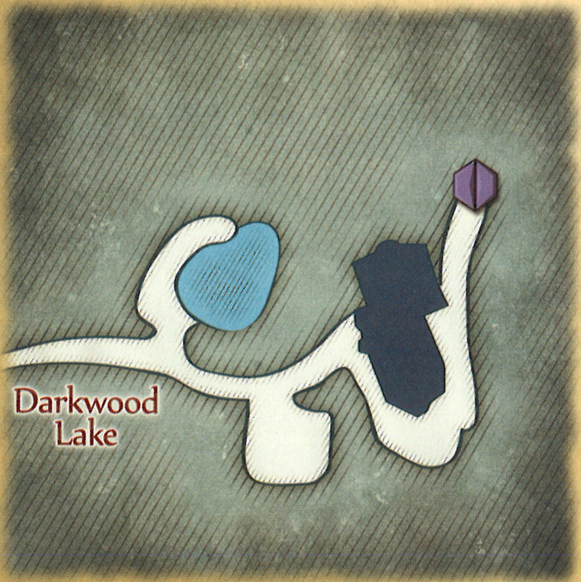
DEMON DOOR #5

CONTAINS: Will Master's Elixir

RIDDLE: *"Oh no, not again. Another bony adventurer seeking to plunder my riches. I'm not interested in your meagre frame. Get some meat on you! I want beefy! Blubbery! Plump! Porcine! Stop being a slave to public perception, and treat yourself. Pies, meat, beer, anything; but lots of it! Eat yourself large, and you'll be welcome here!"*

This door likes 'em plump to the point of bursting—and only swings open if you're sufficiently Obese. Bulk up by scoffing plenty of Red Meat and Apple Pies when your health bar is full. It takes around 25 Apple Pies or 27 pieces of Red Meat to reach your full-fat flavour from Slim.

Darkwood Bordello



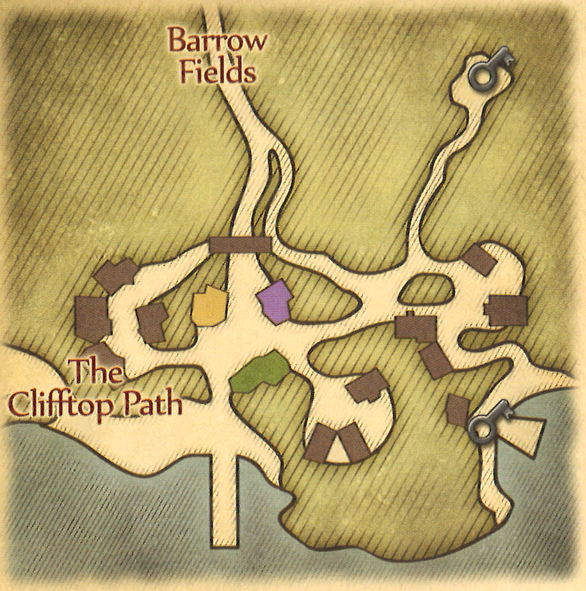
DEMON DOOR #6

CONTAINS: Pimp Hat

RIDDLE: *"It's a hard life being a stone door. You know when I last had a physical relationship? No? Try "never." So, I've decided to live vicariously. Now, I only open to "men of the world," and I'm afraid you haven't even left the house yet. Come back when you're a real stud."*

An exquisite Pimp Hat awaits those with the stamina to solve this door's riddle. Do the dirty with 10 people at Darkwood Bordello and the hat of your dreams will be yours. As an aside, the cheapest way to get your leg over and into this door's heart is to procure the services of Polly.

Oakvale



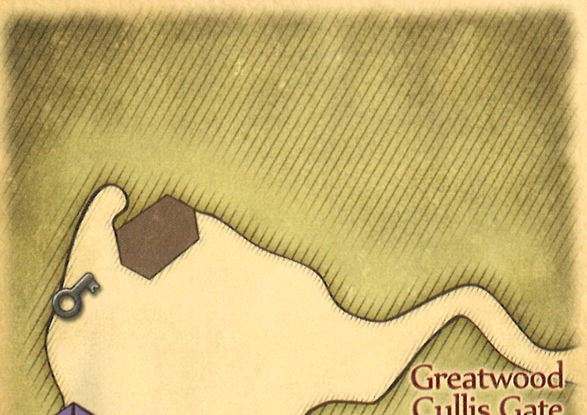
SILVER KEY #12

Score big in Oakvale's Chicken Kicking Competition to win the next Silver Key. Don't worry; they *love* it.

SILVER KEY #11

Another Silver Key awaits in Oakvale's Memorial Garden, once you've completed the Treasure of the Ghost Pirate quest. Pull out your Spade and dig it up.

Rose Cottage



SILVER KEY #13

Look for the patch of dirt surrounded by flowers near Rose Cottage. Once you've found it, use your Spade to dig up the Silver Key.

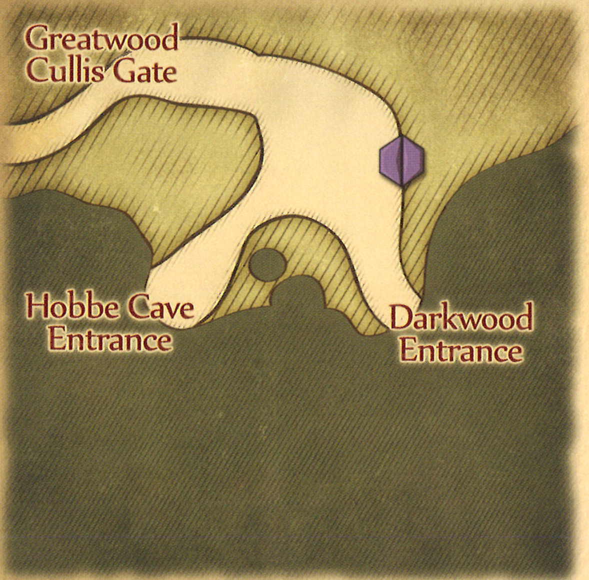
DEMON DOOR #7

CONTAINS: Bright Will User's Outfit

RIDDLE: *"I never open on a first date. My heart has been broken too many times before. I could only let someone who really loved me through."*

This old romantic is easy to please. Just give it some small token of your affection—say, the Chocolates or Red Roses found in Bowerstone South—and it's only too happy to let you slip inside.

Greatwood Caves



DEMON DOOR #8

CONTAINS: Cutlass Bluetane

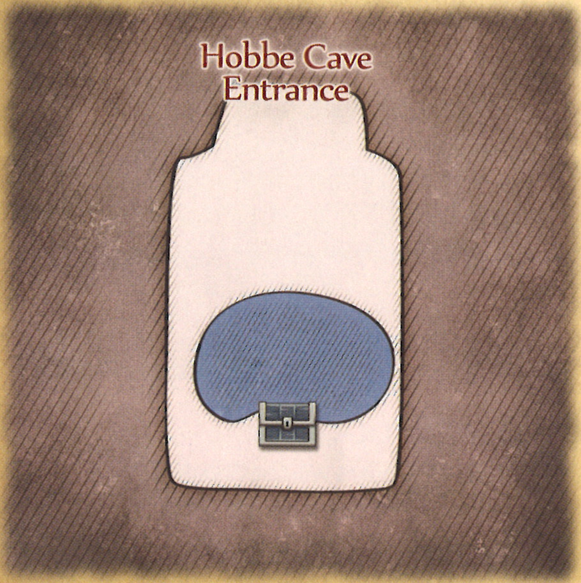
RIDDLE: *"I need to see your Combat Multiplier get higher before I swing ajar."*

This troublesome Demon Door demands that you have an active Combat Multiplier of at least 14 before it opens. Battle it out in Hobbe Cave Entrance to get your Multiplier as high as possible then leg it back, killing everything en route to ensure it doesn't sink too far.

NOTE

Use the Physical Shield Spell to prevent pesky opponents from breaking your Multiplier streak early. You can make things easier by using a powerful, Legendary weapon or waiting until later in the game when you're stronger.

Hobbe Cave Larder



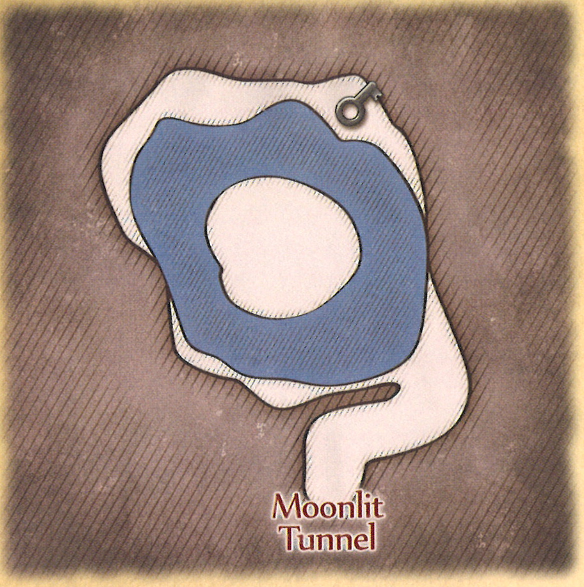
SILVER KEY CHEST #4

KEYS REQUIRED: 5

CONTAINS: Will Master's Elixir

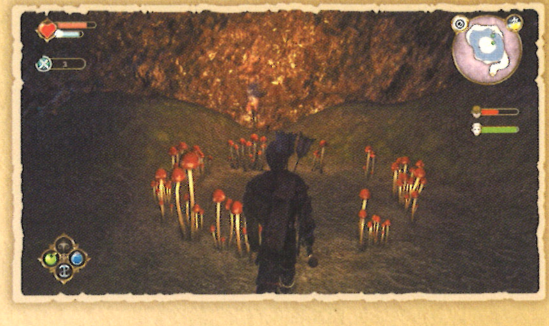
You can't miss this Silver Key Chest, but you'll need to hack through some Hobbes to reach it. Double-win!

Hobbe Cave Focus

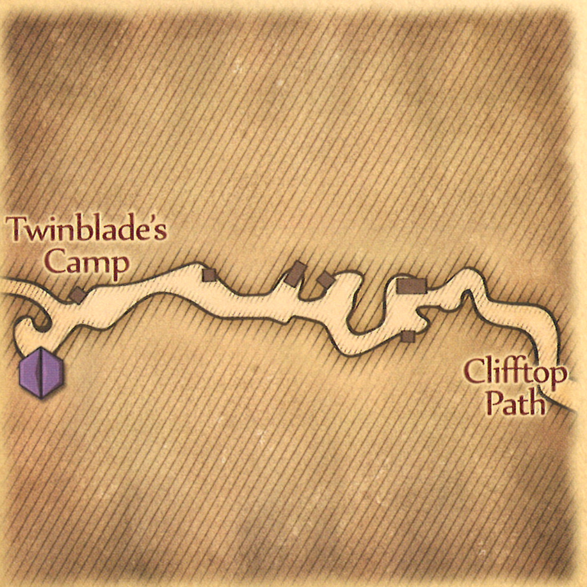


SILVER KEY #14

There's a ring of mushrooms toward the northern end of the Focus Chamber. Use your Spade on it to unearth the next Silver Key.



Abandoned Road



DEMON DOOR #9

CONTAINS: The Dollmaster's Mace

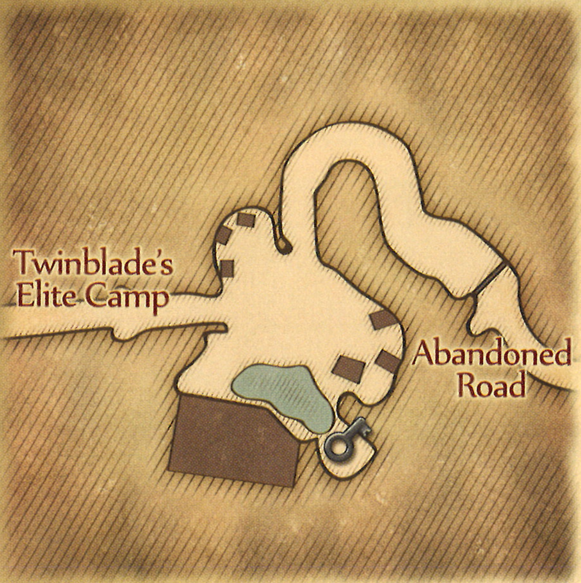
RIDDLE: "*What? Oh. You're not one of them, are you? My eyesight's not what it used to be. One was a gallant knight. His plate armour was so shiny. Probably what did my eyes in. Then there was an evil mage, wore the darkest magical robes you ever saw. The last was a rogue —a bandit, bit like the chaps here.*"

This Demon Door is only prepared to open for its three oldest pals. Convince him that you're the Knight, the Mage, and the Rogue by chatting to it while wearing the Bright Plate Mail, then the Dark Will User's Outfit, and finally the Bandit Outfit.

NOTE

You'll find the Dark Will User's Outfit beyond Darkwood Marshes Demon Door. The Bandit Outfit, meanwhile, is helpfully scattered along the Abandoned Road. Unfortunately, the Bright Plate Mail is a little harder to acquire—half being available from traveling merchants and the rest at Knothole Glade. You can also buy the full set at the Arena, but it'll cost you handsomely.

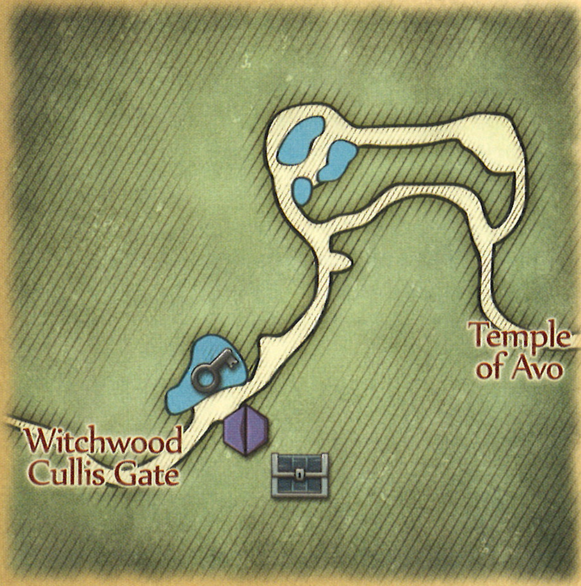
Twinblade's Camp



SILVER KEY #15

There's a small plot of land across the shallow pond to the south of Twinblade's Camp. Dig here to unearth your next Silver Key.

Witchwood Stones



SILVER KEY #16

Opposite the Demon Door in Witchwood Stones, you'll spot a small pond. Fish here to pluck another Silver Key from the murky depths.

SILVER KEY CHEST #5

KEYS REQUIRED: 15

CONTAINS: Health Augmentation

This chest lies behind the Witchwood Stones' Demon Door, so you'll need to complete the Find the Archaeologist quest to reach it.

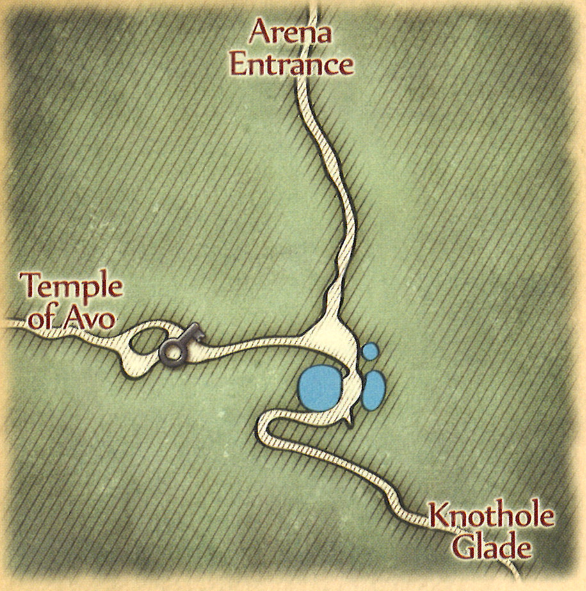
DEMON DOOR #10

CONTAINS: Books, Chainmail Leggings, Health Augmentation, Howl Tattoo, Resurrection Phial, Ruby, Sapphire

RIDDLE: *"I only open to those who know my name. If you know it, find and hit the magic stones to spell it out. Only one person knows my name, but I doubt you'll find him, even at the Temple of Avo."*

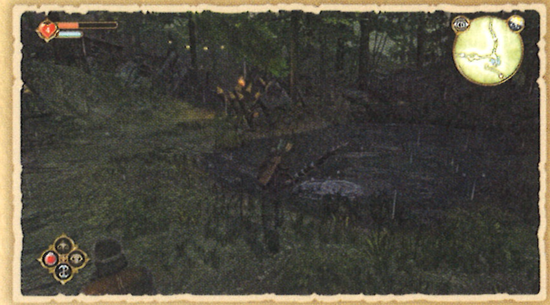
Simply smack the nearby Witchwood Stones to spell out the door's name - which, somewhat improbably, is "HITS." Note that rearranging the letters to form a rather more vulgar word causes two angry Balverines to appear. That'll teach you.

Witchwood Lake

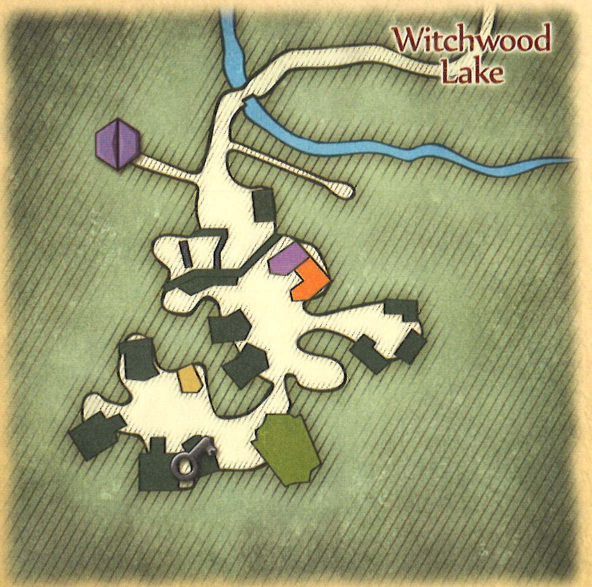


SILVER KEY #17

There's a gargoyle statue near the western entrance to Witchwood Lake. Use your Spade on the ground nearby to dig up a Silver Key.

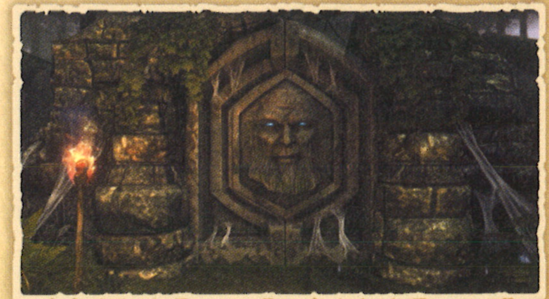


Knothole Glade



SILVER KEY #18

At the south-western end of Knothole Glade, you'll find a ring of plants hidden between two houses. Use your Spade to unearth the next Silver Key.



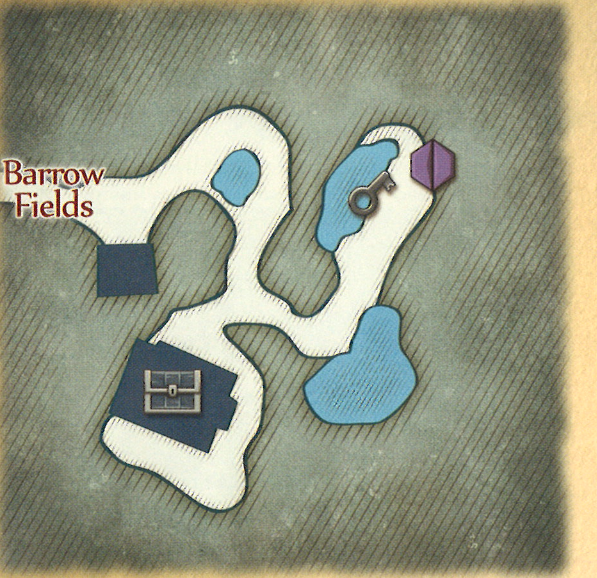
DEMON DOOR #11

CONTAINS: Elixir of Life

RIDDLE: *"If you can hurt my face with an arrow, I'll crack wide open for you."*

This door only swings open if you're able to shoot it hard enough with a Ranged attack. Ideally, you should use a Longbow or Crossbow of Ebony quality or above. However, it's also possible to do the deed with an Oak ranged weapon and either an Accuracy Attribute at Level 5 or the Multi Arrow spell. Alternatively, sling a Level 2 Fireball at the door's stupid face. Stupid, stupid door.

Grey House

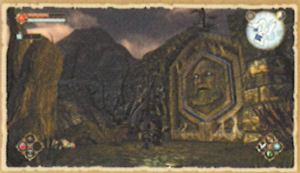


SILVER KEY CHEST #6

KEYS REQUIRED: 10

CONTAINS: Sharpening Augmentation

Once you've dealt with the Undead inside Grey House, trot upstairs to locate your next Silver Key Chest.



DEMON DOOR #12

CONTAINS: Ronok the Axe

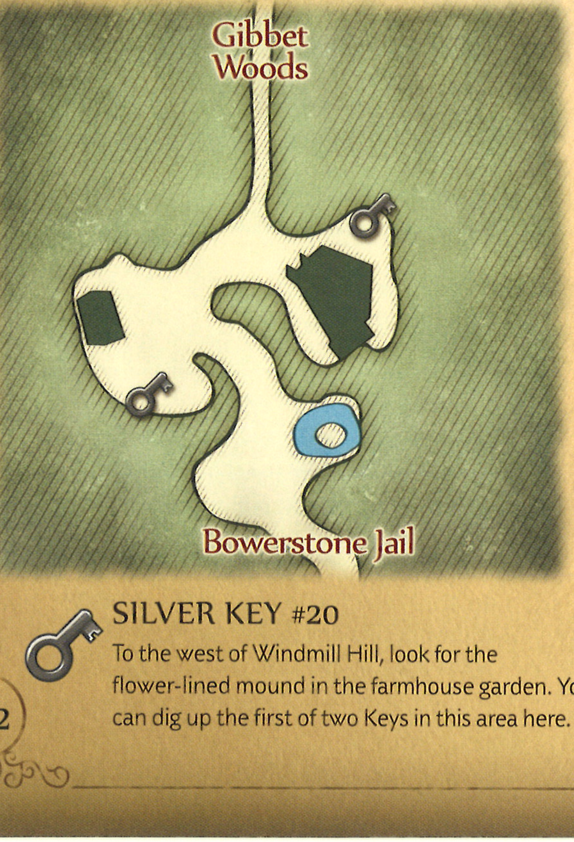
RIDDLE: *"Single men not allowed. You need a ball and chain. A posh one with a title."*

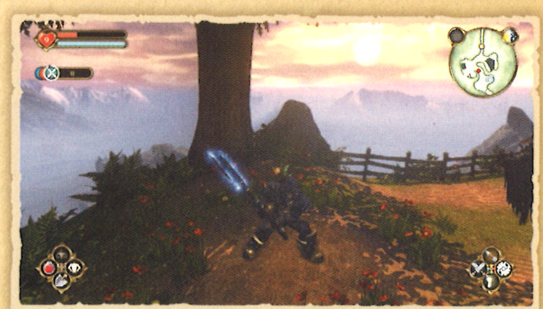
You need to find a wife to open this door - but only one woman in the whole of Albion fits the "posh with a title" bill. Marry Lady Grey by completing the Mayor's Invitation quest in Bowerstone North, then pop on back to gain entry.

SILVER KEY #19

Locate the fishing spot near the Demon Door to the north-east of Grey House. Whip out your Fishing Rod and do your worst. Or best.

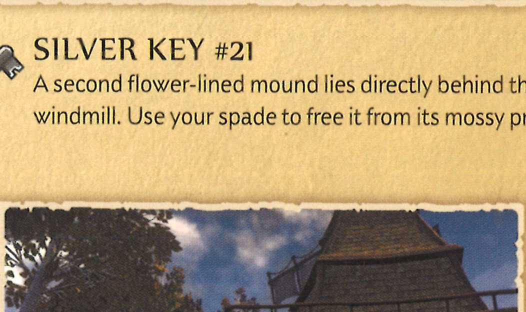
Windmill Hill





SILVER KEY #21

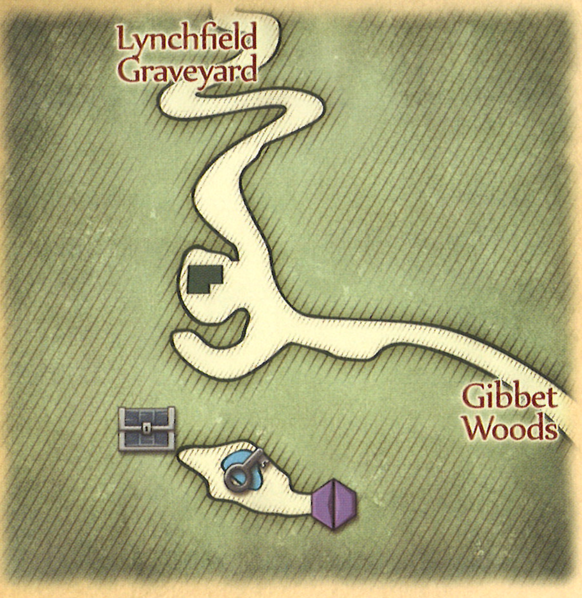
A second flower-lined mound lies directly behind the windmill. Use your spade to free it from its mossy prison.



SILVER KEY #20

To the west of Windmill Hill, look for the flower-lined mound in the farmhouse garden. You can dig up the first of two Keys in this area here.

Headsman's Hill



SILVER KEY #22

This Silver Key can only be accessed if you choose to fight Thunder at Headsman's Hill (during the Mayor's Invitation quest). When the battles reaches the small area to the south, fish in the pond to locate your prize.

SILVER KEY CHEST #7

KEYS REQUIRED: 15

CONTAINS: Mana Augmentation

This particular Silver Key Chest lies in a cave to the south of Headsman's Hill. However, it's only accessible once you've fought Thunder during the Mayor's Invitation quest. Expose Lady Grey instead and you'll never reach it.

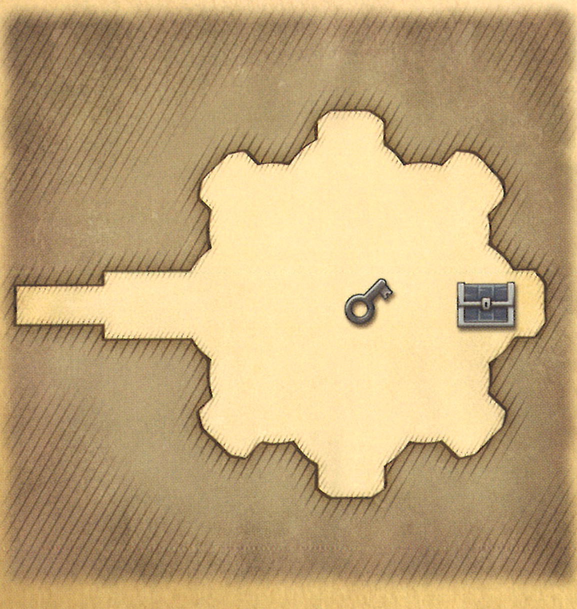
DEMON DOOR #13

CONTAINS: Mana Augmentation, Thunder's Helmet

RIDDLE: *"Only by defeating another Hero in combat will I open for you. Got that? I mean, how simple are you?"*

This door can only be opened by defeating Thunder during the Mayor's Invitation quest. Be warned, though; if you choose to expose Lady Grey's nefarious deeds rather than marry her, the face of the door will disappear forever.

Bowerstone Manor
(Bowerstone North)



SILVER KEY #23

Gain access to Bowerstone Manor in Bowerstone North, either by marrying Lady Grey or by exposing her villainy and becoming Mayor yourself. When you do, there's another Silver Key stashed in her bed. Probably best not to think about that too hard.

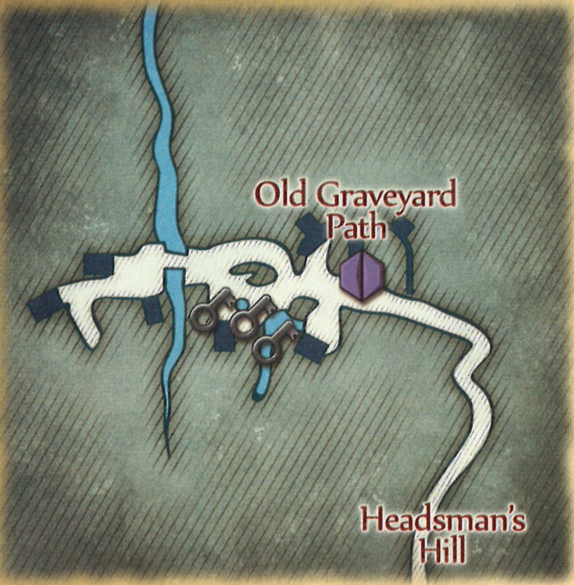
SILVER KEY CHEST #8

KEYS REQUIRED: 15

CONTAINS: Katana Hiryu

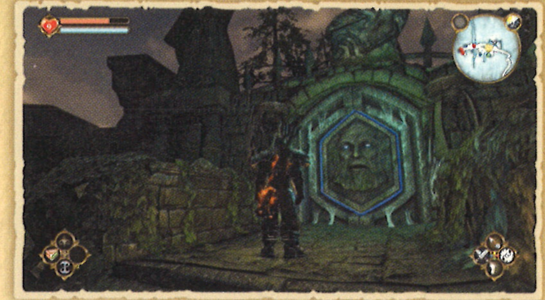
Again, you'll need to marry Lady Grey or become Mayor of Bowerstone to reach this Silver Key Chest in Bowerstone Manor.

Lychfield Graveyard



SILVER KEY #26

Fish in the stream beyond the graveyard gates, west of the gravekeeper's shack. Hell's bells—it's another Silver Key!



SILVER KEY #24

The first of three Silver Keys in Lychfield Graveyard lies in a crypt to the south. Don't worry, nobody will miss it.

SILVER KEY #25

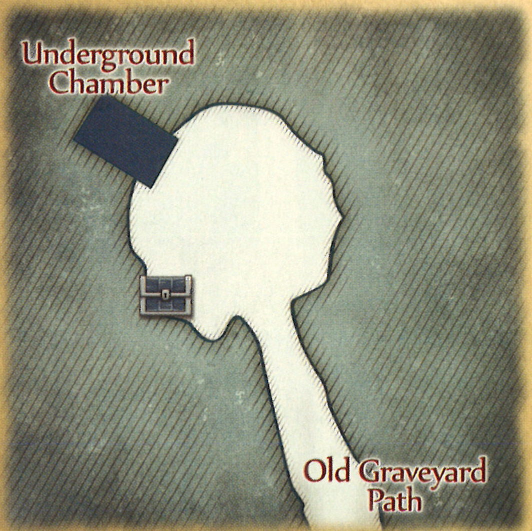
A second key lies in the grave outside the crypt that housed Silver Key #24.

DEMON DOOR #14

CONTAINS: Access to Bargate Prison
RIDDLE: *"Leave me alone, you organic pustule. I only open for Nostro, the ancient guardian of the door. Not for you. And not for that rancid gravekeeper."*

Before you can pass through this fussy door, you need to locate Nostro's Helmet, Sword, Shield, and Armour—all of which are hidden around Lychfield Graveyard. Solving this riddle is required to progress through the main quest.

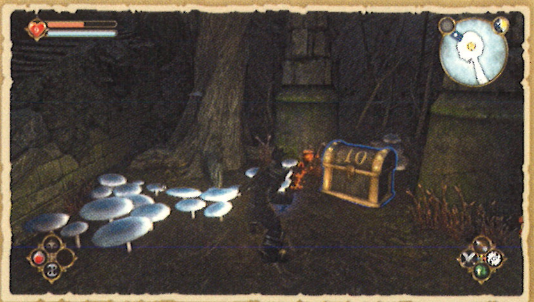
Circle of the Dead



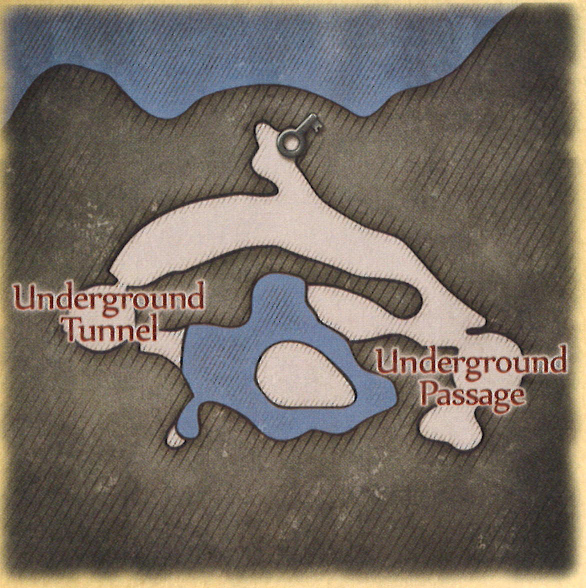
SILVER KEY CHEST #9

KEYS REQUIRED: 10
CONTAINS: Piercing Augmentation

This chest won't win any awards for subtlety—it's exposed for all to see in the south-west of this particularly barren area.

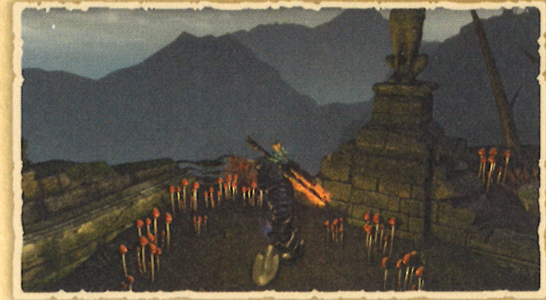


Cliffside Path

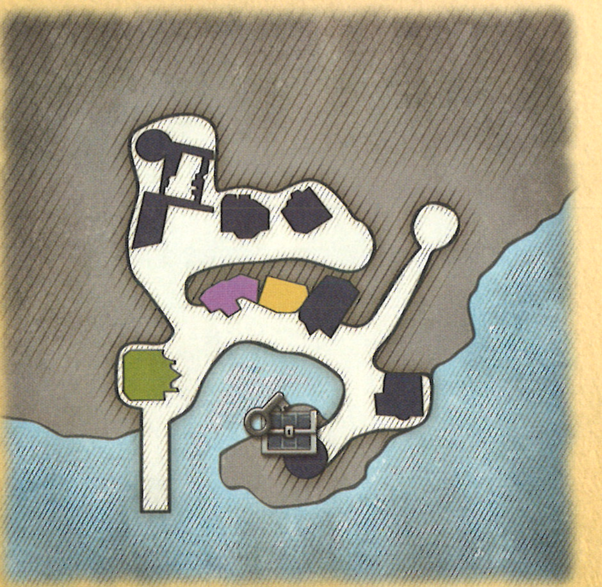


SILVER KEY #27

There's a digging spot on the northern hill, past the Underground Tunnel. Get busy with your Spade to locate the next Silver Key.

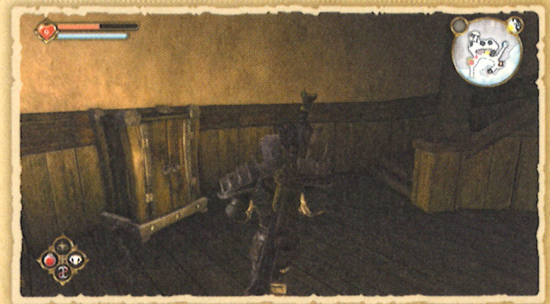


Hook Coast



SILVER KEY #28

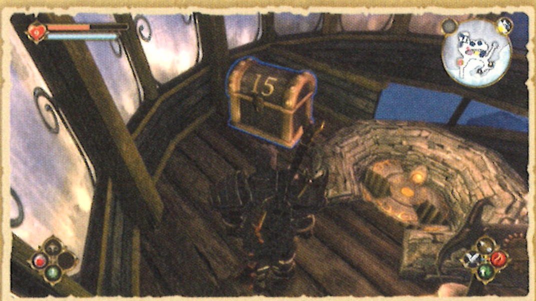
At Hook Coast, break into the lighthouse and raid the ground-floor cabinet to locate this Silver Key with a faintly fishy odour.



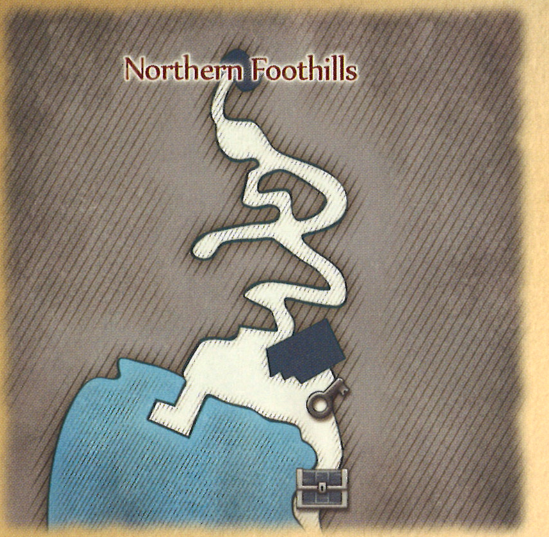
SILVER KEY CHEST #10

KEYS REQUIRED: 15
CONTAINS: Murren Greataxe

Take a trip to the top of Hook Coast lighthouse to find another Silver Key Chest in amongst all the other mystical paraphernalia.



The Lost Bay



SILVER KEY #29

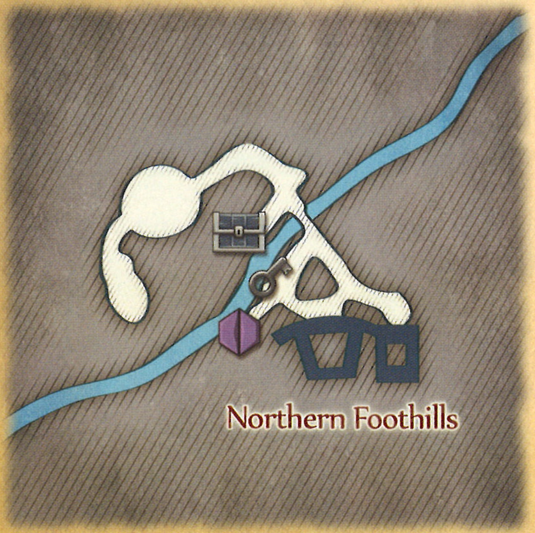
Look for the grave by the house on the shore. Dig through its frost-hardened earth to exhume the next Silver Key.

SILVER KEY CHEST #11

KEYS REQUIRED: 30
CONTAINS: The Avenger

This particular Silver Key Chest sits in its own snowy corner, along a secluded path to the south-east.

Necropolis



SILVER KEY #30

There's one last Silver Key in the water near the Demon Door to the south. Fish it up to complete your collection. You may activate your smug face in 3... 2... 1...

SILVER KEY CHEST #12

KEYS REQUIRED: 25
CONTAINS: Archon's Battle Suit

This Silver Key Chest lies at the end of a path to the left, once you cross the river. Don't mind the souls of the damned—they're just feeling grumpy.

DEMON DOOR #15

CONTAINS: The Bereaver
RIDDLE: *"I never wanted to be a Demon Door. All this waiting around. All the riddles. It's no life. Oh, if only I'd been born a Silver Key Chest. I just love those little Silver Keys. So shiny... So silver... I'd do anything for some of my own. Give me yours, please? I'll let you through and everything."*

All this poor door has ever wanted is to be a Silver Key Chest. You can give it a taste of happiness by feeding it your entire stash of Silver Keys. Unfortunately, you won't get them back once you do - so be sure to open and ransack every single Silver Key Chest in Albion first.

Hero Dolls

Hero Dolls, patchwork edifices of Albion's greatest adventurers, are earned by performing extraordinary feats in tavern mini-games during your travels. Hero Dolls do more than clog up your inventory, though; when you've acquired your first one, chat with the boy near Bowerstone school. Find all seven Hero Dolls needed to complete the Collect the Hero Dolls quest and you receive the entirely useless Jack of Blades Hero Doll—plus a Fable Heroes Achievement, too! Need more guidance? Then look yonder, Hero!

Quest	Doll	Location	Acquired
	Briar Rose	Bowerstone South	Win the Card Pairs game in 30 seconds or under.
	Doll of You	Knothole Glade	Dropped by an Assassin during the Knothole Glade ambush. Note that this doll can't be turned in as part of the Collect the Hero Doll quest.
	Jack of Blades	Bowerstone South	Turn in all seven Hero Dolls to complete the Collect the Hero Dolls quest and receive the Jack of Blades doll.
	Maze	Hook Coast	Win the Shove Ha'penny game with a score of 30.
	Scarlet Robe	Knothole Glade	Win the Card Sorting game in 25 seconds or under.
	Scythe	Snowspire Village	Win the Coin Golf game in 10 shots or under.
	Thunder	The Arena/ Bowerstone North	Purchase from the Arena or Bowerstone North item shops.
	Twinblade	Twinblade's Camp	Win the Spot the Addition game in 25 seconds or under.
	Whisper	Oakvale	Win the Coin Golf game in 11 shots or under.

Trophies

Each time you complete a task of particular merit in Albion (nope, farting on a chicken still doesn't count), you receive an exceptionally rare Trophy. Not only do these make for wonderful decorations in your modest homestead, you can thrust them at passersby during your adventures, causing your Renown levels to skyrocket. How can you find such treasures, you ask? Easy! Just consult the supremely convenient table below.

	Trophy	Acquired
	Archon's Circle	Complete the Souls of Heroes quest.
	Bandit Seal	Complete the Find the Bandit Seeress quest.
	Champion's Seal	Complete the Arena quest
	Fire Heart Band	Complete the Prophets of the Fire Heart quest.
	Fist Fighter's Trophy	Complete all four Fist Fighters Gang challenges.
	Golden Fish	Complete the Fishing Lessons quest.
	Hobbe Head	Complete the Hobbe Cave quest.
	Hobbe Tooth	Complete the Hobbe Killing Contest quest.
	Jack's Mask	Defeat Jack of Blades (Dragon form).
	King Scorpion Stinger	Complete the Arena quest.
	Kraken Tooth	Complete the Rescue Scarlet Robe quest.

	Trophy	Acquired
	Map of the Lost Bay	Complete the Ship of the Drowned quest.
	Maze's Clasp	Complete the Return to Hook Coast quest.
	Minion's Helmet	Complete the Rescue the Archaeologist quest.
	Silver Arrow	Win the Knothole Glade Archery Competition.
	Summoner's Gauntlet	Complete the Oracle of Snowspire quest.
	Thunder's Helmet	Complete the Mayor's Invitation quest.
	Trader's Feather	Complete the Trader Escort quest.
	Trader's Head	Complete the Bandit Spy Extraction quest.
	Undead Hand	Complete the Graveyard Path quest.
	Wasp Queen's Head	Complete the Wasp Menace quest.
	Whisper's Brooch	Complete either the Protect Orchard Farm or Attack Orchard Farm quests.
	White Balverine's Head	Complete the White Balverine quest.

Chapter 6.2 ~ Appendices ~ Achievements and Avatar Awards

Some Heroes save the world through sheer altruistic enthusiasm; more unscrupulous sorts, however, do it for the fame, money, and other miscellaneous rewards. If you're in the latter camp, then welcome! Below, you'll find strategies and solutions to help you lay claim to every single Achievement and Avatar Award in *Fable Anniversary*. Fame and money, you'll have to figure out for yourself, though....

Story Achievements

You know how it is. You're adventuring along, minding your own business when—WHAM—you've unlocked a new Achievement, just by doing what you were told. The following Achievements (listed in handy chronological order) are obtained over the course of *Fable Anniversary*'s main story quest—so if you somehow miss one of these then, erm, maybe your controller's broken?

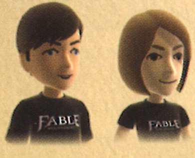
From the Smallest Acorn

Gamerpoints: 25

Every tall oak tree needed to have its acorn moment, this is yours.

Complete The Birthday Gift quest in Oakvale as a child (see Chapter 3.1) to acquire this first *Fable Anniversary* Achievement.

NOTE



This also unlocks the *Fable Anniversary* T-Shirt Avatar Award.

The Graduation

Gamerpoints: 25

Graduate from the Heroes' Guild to become a real Hero.

Once your teenage years set in, complete the Guild Training quest (see Chapter 3.1) to kickstart your life of adventure and gain this second story Achievement.

Becoming a Man

Gamerpoints: 25

Pay a visit to Orchard Farm to see if you can be of help or hindrance.

Complete either the Protect Orchard Farm quest or the Attack Orchard Farm quest (see Chapter 3.2) to unlock this fruitful Achievement.

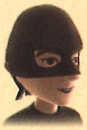
The Bloodline Part I

Gamerpoints: 25

Find the whereabouts of your sister, she's very important to the future of Albion.

Defeat Twinblade and locate your sister to complete the Find the Bandit Seeress quest (see Chapter 3.3) and earn this heart-warming Achievement.

NOTE



This also unlocks the Bandit Bandana Avatar Award.

Under a Full Moon

Gamerpoints: 25

There's something going on in Knothole Glade under a full moon. Cliché? Never.

Come face-to-snout with Evil and complete the White Balverine quest (see Chapter 3.4) to earn this story-based Achievement.

Gladiator, Ready!

Gamerpoints: 25

Take on the might of everything that Albion has to offer. Well, almost everything....

Battle your way through all eight rounds of The Arena quest and defeat Whisper to unlock this Achievement—see Chapter 3.4 for more.

A Family Friend

Gamerpoints: 25

Rescue the Archaeologist, and find the secret entrance into Bargate Prison.

Once you've saved the archaeologist from Jack's Minions during the Rescue the Archaeologist quest (see Chapter 3.5), this Achievement is yours.

Fishing in a Graveyard

Gamerpoints: 25

Go fishing and digging in a graveyard, as if it's a completely normal thing to do.

Open the Circle of the Dead's secret underground passage to complete The Graveyard Path quest (see Chapter 3.5) and swipe this particularly icky Achievement.

The Bloodline, Part II

Gamerpoints: 25

Now it's your mother that has gone missing, so it's time to find her, too. Families, who needs 'em?

Free your mother from Bargate Prison to complete the Rescue Scarlet Robe quest (see Chapter 3.5) and score yourself another story Achievement.

There's Always a Lighthouse

Gamerpoints: 25

Would you kindly rid Albion of its greatest traitor?

Defeat Maze, that double-crossing scoundrel, and complete the Return to Hook Coast quest (see Chapter 3.5) to unlock this treacherous story Achievement.

A Wild Jack Appears

Gamerpoints: 50

From the Void to the Guild, it's time to fight the big bad guy.

Descend into the Guild's Chamber of Fate and bring Jack's reign of terror to an end in the Battle Jack of Blades quest (see Chapter 3.5). Once he's banished to the Void, this apocalypse-ending Achievement is yours.

Winter is Coming

Gamerpoints: 25

Travel to the Northern Wastes, because it sounds like just the place you'd want to visit.

Hitch a ghostly ride to the Lost Bay and complete The Ship of the Drowned quest (see Chapter 3.6) for this suspiciously salty, Achievement-shaped reward.

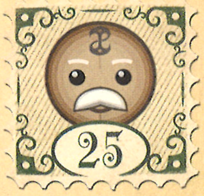
Are You Listening to Me?

Gamerpoints: 25

Few things are smarter in Albion than a talking stone door, so imagine a door that knows the YMCA.

Find all four Glyphs of Inquiry, buried deep in the Necropolis, to complete the Oracle of Snowspire quest (see Chapter 3.6) and claim another Achievement.

Making Tough Decisions



Gamerpoints: 25

Behind the Bronze Gate lies your destiny, and all it needs is the death of your closest allies.

Collect the four Hero Souls needed to open the Bronze Gate and complete The Souls of Heroes quest (see Chapter 3.6). This story Achievement will be yours, regardless of the souls you harvest.

(#Spoilers)

Gamerpoints: 100

It's time to defeat the super awesome boss, the one you will see if you unlock this Achievement.

You've roamed Albion, fought ferocious enemies, and farted on a small child—good work! Now, defeat Jack of Blades' ultimate form and complete The Final Battle quest (see Chapter 3.6) to secure your last story Achievement.

NOTE

This also unlocks a Gamerpic and the Jack of Blades Mask Avatar Award.

Challenge Achievements

If you're looking for a real test of your Hero-ing prowess, then *Fable Anniversary*'s optional, challenge-based Achievements have you covered. More than covered, in fact, as certain Achievements can be tackled in two different ways. Each successfully completed objective awards a special stamp, so, if you want both stamps, you've got double the Hero-ing to do. Most optional Achievements can be attempted at any time, but several are quest-specific—so scrutinise the list below to make sure you don't miss out!

Are You Not Entertained?!

Gamerpoints: 20

Complete all 8 rounds of the Arena without taking a break.

If you want this Achievement, you've got a tough task ahead of you. Beat all eight rounds of The Arena quest without returning to the Arena Preparation Area at any point—and only then is it yours. Note that once The Arena quest has come to an end, there's no going back for a second try.

Arthur or Robin?

Gamerpoints: 15

Pull the sword from the stone, or earn the top prize in the Archery Competition.

You can unlock this Achievement in two different ways. One option is to complete the Sword in the Stone quest by freeing the Harbinger from its resting place near the Temple of Avo. On your first attempt, the game registers your current stats—from there, you need to increase your Physique Attribute by five, your Health Attribute by two, and your Toughness Attribute by three (a full Attribute bar in any of these categories also counts toward your goal). Once your strength is sufficiently improved, the sword—and its corresponding Achievement—is yours.

Your second option is to win the Archery Competition in Knothole Glade. Start by beating your archery record established way back in Guild Training then beat *that* record to earn the Silver Arrow Trophy and your glorious Achievement. If your bowmanship leaves something to be desired, you can also about-face, kill the competition master, and collect the Silver Arrow Trophy to net your reward.

NOTE: Unlock both Achievement stamps by completing each challenge.

As Quiet as a Whisper

Gamerpoints: 10

Defeat Whisper in a battle without losing any health.

To score this particular Achievement, defeat Whisper in combat without taking any damage yourself. You have three opportunities to do this during your play-through: in the Guild Training quest's final Melee fight, at the end of either the Attack Orchard Farm or Protect Orchard Farm quests, or in The Arena quest's climactic closing battle. If you miss your chance at The Arena, however, your only option is to replay the game.

TIP

Your best tactic for success against Whisper is to roll frequently and counter-attack immediately after dodging her blows. This Achievement is trickiest to obtain in The Arena, so, for an easier life, aim to unlock it during Guild Training or either one of the Orchard Farm quests.

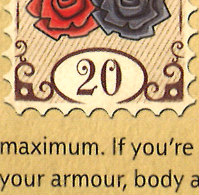
Ass Creed

Gamerpoints: 5

Whilst dressed as an Assassin, be silent but deadly.

To earn this Achievement, you first need to secure one of Albion's two Assassin outfits. Either purchase the complete Assassin outfit at Twinblade's Camp or find all four parts of the Fire Assassin outfit in Snowspire Village. Next, pop one (or a combination of both) on and use the Fart Expression, expelling air like there's no tomorrow. It's unsavoury, yes, but think of the reward!

Beauty or the Beast



Gamerpoints: 20

Reach the maximum of your chosen attractiveness; ugly or beautiful!

All you need to do to unlock this Achievement is raise your Attractiveness or Scariness rating to its maximum. If you're struggling, try experimenting with your armour, body art, and haircut to give yourself a boost in either category.

NOTE: Unlock both Achievement stamps by completing each challenge.

But You're a Wizard, Hero

Gamerpoints: 15

Learn one of each spell type, or own one of each weapon type.

This particular Achievement can be pretty costly, requiring a ton of Experience or a whole lot of Gold, depending on your approach. To earn it, either unlock the first level of every Spell or collect one of each weapon type. If you're missing something, you might want to consult the list below.

Spells

- Assassin Rush
- Battle Charge
- Berserk
- Divine Fury
- Drain Life
- Enflame
- Fireball
- Force Push
- Ghost Sword
- Heal Life
- Infernal Wrath
- Lightning
- Multi Arrow
- Multi Strike
- Physical Shield
- Slow Time
- Summon
- Turncoat

Weapons

- Axe
- Cleaver
- Crossbow
- Katana
- Longbow
- Longsword
- Mace
- Pickhammer
- Greataxe
- Greathammer
- Greatmace
- Greatsword

NOTE: Unlock both Achievement stamps by completing each challenge.

Choosing My Religion

Gamerpoints: 15

Donate a total of 100,000 Gold to the Temple of Avo, or sacrifice 10 people to the Chapel of Skorm.

Donate either 100,000 Gold to the Temple of Avo in Witchwood, or sacrifice ten innocents at the Chapel of Skorm in Darkwood to unlock this Achievement. Or do both if you're feeling greedy and indecisive.

NOTE: Unlock both Achievement stamps by completing each challenge.

Combat, Evolved

Gamerpoints: 20

Use an "Ages of..." Potion with a Combat Multiplier of 20 or more.

Before you attempt this Achievement, you need an Ages of Will, Ages of Skill, or Ages of Strength Potion and, preferably, the Physical Shield Spell. Next comes the challenging part—getting your Combat Multiplier into the 20s. This is easiest in one of Albion's enemy-heavy locations—namely Hobbe Cave, The Arena, and Lychfield Graveyard.

When you've reached your destination, cast the Physical Shield Spell (preventing an opponent from inflicting damage and sending your Combat Multiplier plummeting), then let rip with your attacks. Once your Multiplier has made it past the 20-mark, quaff an "Ages of" potion and the Combat, Evolved Achievement is, finally, yours.

Definitely Not on Rails

Gamerpoints: 20

Visit every region (excluding Demon Doors), or increase your waistline so that you don't have to.

There are two ways to go about securing this particular Achievement; Heroes with a taste for travel can earn Definitely Not on Rails by visiting (almost) every single location in Albion. There are 81 relevant areas in total, including the final battleground at Archon's Folly. Areas behind Demon Doors, however, don't count. Alternatively, lazier Heroes can unlock the Achievement simply by scoffing enough food to become officially recognised as "Obese."

NOTE: Unlock both Achievement stamps by completing each challenge.

Fable Heroes

Gamerpoints: 15

The Bowerstone teacher is on the lookout for Hero Dolls; help him find them!

To unlock this Achievement, complete the Collect the Hero Dolls quest by turning all seven Hero Dolls in to the teacher at Bowerstone school. Specifically, you want stuffed effigies of Briar Rose, Maze, Scarlet Robe, Scythe, Thunder, Twinblade, and Whisper—sadly, the charming Doll of You doesn't count. Each Hero Doll, with the exception of Thunder, can be won by besting the Pub Games at Bowerstone South, Hook Coast, Knothole Glade, Oakvale, Snowspire Village, and Twinblade's Camp. See Chapter 6.1 for full details.

Education Rules the Nation

Gamerpoints: 20

The children in Bowerstone have no books to read! You don't want illiterate children, do you?

Hand in 25 acceptable tomes at the Bowerstone school (as part of the Book Collection quest) to unlock this particularly worthy Achievement. If you're struggling to find the books you need, consult the handy table below.

Book	Location
A Love Story	Heroes' Guild
Creatures of Albion Book I	Heroes' Guild
Creatures of Albion Book II	Heroes' Guild
Creatures of Albion Book III	Heroes' Guild
Eyes of a Killer	Bowerstone South
Jack of Blades	Heroes' Guild
Making Friends	Heroes' Guild
The Arena	Heroes' Guild
The Balverine Slayer	Knothole Glade
The Dragons	Heroes' Guild
The Guild of Zeroes	Bowerstone South
The Northern Wastes	Heroes' Guild
The Oakvale Raid	Oakvale
The Old Kingdom	Heroes' Guild
The Other Land	Heroes' Guild
The Pale Balverine	Heroes' Guild
The Repentant Alchemist	Bowerstone South
The Sock Method	Oakvale
The Tailor's Tragedy	Bowerstone North
The Tale of Maxley	Heroes' Guild
The Tale of Twinblade	Heroes' Guild
The Trials of Aarkan	Oakvale
The Ugly Guide	Oakvale
Windbreaker Rule Book	Bowerstone South
You Are Not a Bad Person	Bowerstone South

Feed the Troll

Gamerpoints: 10

Give a Troll a taste of its own medicine.

There are three types of Troll native to Albion and its outskirts: Earth Trolls, Rock Trolls, and Ice Trolls. Each loves bombarding you with projectiles, and, in every instance, you can sling these projectiles straight back with a well-timed Melee strike—earning an Achievement in the process. However, that's easier said than done, given the speed and force of most Troll attacks. If you're struggling, try casting the Slow Time Spell to gain a bit of breathing room and reduce your chances of receiving a boulder to the face.

Fight Cluck

Gamerpoints: 15

Become Fist Fighter's World Champion, or win the Chicken Hat in the Chicken Kicking Competition.

If you want the Fight Cluck Achievement in your collection, you have a choice: either win all four Fist Fighter Gang challenges (found in Bowerstone South, Oakvale, Twinblade's Camp, and Knothole Glade), or earn the Chicken Hat prize at the Oakvale Chicken Kicking Competition. Chicken kickers require a score of 250 points—most easily achieved by taking a run-up and flinging your fowl toward the corners of the board. Note that upgrading your Speed and Strength Attributes can help immensely here.

NOTE: Unlock both Achievement stamps by completing each challenge.

For Every Choice, an Achievement

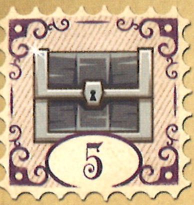
Gamerpoints: 25

Become holier than Avo, or more evil than Skorm!

To secure this morality-based Achievement, your Alignment must either be completely Good or completely Evil. You can give your Alignment a small boost in either direction by performing general acts of kindness or doing diabolical deeds. Meanwhile, quests with specific Alignment-focused outcomes (see Chapter 6.3 for more details) can have a major impact on your moral standing. For the most dramatic results, though, sacrifice innocents at the Chapel of Skorm or donate Gold at the Temple of Avo. Once your piousness has reached its peak or your depravity is total, say hello to a new Achievement stamp.

NOTE: Unlock both Achievement stamps by completing each challenge.

Get It Off Your Chest



Gamerpoints: 5

Open your first Silver Key Chest to reveal the amazing surprise inside!

All you need to do to unlock this Achievement is open your very first Silver Key Chest. If you're being diligent and collecting Silver Keys as you go about your adventures, the earliest chest you can open is the 5-Key Silver Key Chest in the centre of Bowerstone Lake. Get in there.

Get Rich or Die Tryin'

Gamerpoints: 15

Earn 10,000 Gold from property rental, or die.

If you want this Achievement, you have two options. Firstly, you can purchase a house (or several!) anywhere in Albion, rent it out, and watch the money come rolling in. Once you've accumulated 10,000 Gold from your tenants, the Get Rich or Die Tryin' Achievement is yours. Alternatively, the second, simpler route requires that you die, once. Be warned, though; death and immediate resurrection doesn't count—so ditch those Resurrection Phials first.

NOTE: Unlock both Achievement stamps by completing each challenge.

Hero, Their Health Is Low

Gamerpoints: 5

Heal a follower on an Escort Quest.
No, not that kind of "escort."

You can earn this Achievement by using your Heal Life Spell on any of your charges during an Escort Quest. Simply stand in close while casting to top up their health and win your prize. This works during any of the following quests:

- Bandit Spy Extraction
- Execution Tree
- Orchard Farm Escort
- Rescue Scarlet Robe
- The Ransom Victim
- Trader Escort
- Trader Massacre
- Trader Rescue

Horde Mode

Gamerpoints: 10

Some weapons are Legendary, and we feel it's worth you collecting at least 10 of them.

You need to collect ten Legendary weapons to score this Achievement. There are 17 Legendary weapons hidden across Albion, and you can find them all by consulting the following table.

Weapon	Acquired
Arken's Crossbow	Darkwood Lake, inside the 15-Key Silver Key Chest
Avo's Tear	Find at the Heroes' Guild after destroying the Sword of Aeons.
Cutlass Bluetane	Behind the Greatwood Caves Demon Door
Dollmaster's Mace	Behind the Abandoned Road Demon Door
Katana Hiryu	Bowerstone Manor *
Murren Greataxe	Hook Coast lighthouse, in the 15-Key Silver Key Chest
Murren Greathammer	The Heroes' Guild, inside the 20-Key Silver Key Chest
Orkon's Club	Archon's Shrine, inside a standard chest
Ronok the Axe	Behind the Grey House Demon Door
Skorm's Bow	Earn enough Evil points with one sacrifice at the Chapel of Skorm.
Solus Greatsword	Bought in Bowerstone North or gifted by Lady Grey
Sword of Aeons	Save from the Void in the Defeat Jack of Blades quest.
The Avenger	The Lost Bay, inside a 30-Key Silver Key Chest
The Bereaver	Behind the Necropolis Demon Door
The Harbinger	Pull from the stone near the Temple of Avo.
The Sentinus	Make a large enough donation to satisfy Avo at the Temple of Avo.
Wellow's Pickhammer	Behind the Greatwood Gorge Demon Door

** Complete the Mayor's Invitation or Investigate the Mayor quests to access Bowerstone Manor.*

I Am Legendary

Gamerpoints: 25

Earn enough Renown to be known in Albion as "Legendary."

You'll likely earn this Achievement automatically over the course of the game. However, if you want to speed up the process, flaunt your Trophies frequently—the more citizens you impress, the more Renown comes pouring in.
If that's still not doing the job, get married. Lots.

I Did This for a Cheevo

Gamerpoints: 5

Perform a headshot with a Crossbow whilst dressed as a woman wearing a beard and the Redhead Wig.

This charmingly provocative Achievement demands a healthy combination of cross-dressing and extreme violence. You can earn it at any time, but the Darkwood Bordello side-quest provides the perfect opportunity. Begin by collecting the Redhead Wig from the Bordello bedroom then purchase all three parts of the Dress outfit at Bowerstone South. Finally, make a quick detour to Greatwood Entrance and give a Bandit the best Crossbow headshot of his life.

Marital Relations

Gamerpoints: 10

Receive a gift from your spouse, or flirt with an admirer in front of your spouse.

Whether you're a love fool or a love rat, marriage is the key to unlocking this particular Achievement. When you've tied the knot, romance your partner until they give you a gift or, alternatively, use the Flirt icon on another citizen while your spouse is watching. Either way, the Marital Relations Achievement is yours.

NOTE: Unlock both Achievement stamps by completing each challenge.

Open Saysamemiddlefinger

Gamerpoints: 20

Open all the Demon Doors, or show a closed Demon Door what you think of it.

You have two approaches to unlocking this Achievement: either solve each Demon Door's riddle (full solutions can be found in Chapter 6.1), or use the Flip the Bird Expression on one that's still closed. Note that exposing Lady Grey during the Investigate the Mayor quest permanently seals the Grey House Demon Door. If this happens, Flipping the Bird is the only way to earn your reward.

NOTE: Unlock both Achievement stamps by completing each challenge.

Out of the Frying Pan...

Gamerpoints: 25

...Into your face! Express your feelings through the medium of Frying Pan.

Once you've scoured Albion and found all six Treasure Clues in the Hidden Booty Hunt quest, solve the riddle and excavate the Legendary Frying Pan at Orchard Farm (see Chapter 3.5 for more details). Smack someone (or something) in the face with it and the perfect indentation of an Achievement is yours.

Project Ego

Gamerpoints: 15

Show all available witnesses a Trophy in the Trophy mini-game, or decorate your home with a Trophy.

You can tackle the Project Ego Achievement as soon as you've won your first Trophy in battle. Pull it out in a populated area to begin the Trophy mini-game and show it to every available witness (as displayed on your mini-map) before the timer runs out. If you manage to dazzle everyone in the area, your reward is a brand-new Achievement.

NOTE: Unlock both Achievement stamps by completing each challenge.

See the Future

Gamerpoints: 20

Connect Xbox SmartGlass to Fable Anniversary; *isn't technology amazing!*

All you need do to obtain this Achievement is connect the Xbox Smartglass app to *Fable Anniversary.* How's that for science?

That's a Real Lunker!

Gamerpoints: 15

Win 1st prize in the fisherman's competition, or complete the Boast for doing any quest naked.

If you're looking to reel in this particular Achievement, you have two options. Either present the Fisher Creek fisherman with a record-beating catch to win first prize in his competition (you'll find the current weight record on a sign in the area) or strip to your undies and successfully complete any No Protection Boast. There's a maggot joke in here somewhere....

NOTE: Unlock both Achievement stamps by completing each challenge.

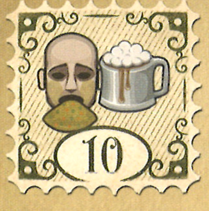
That's My Man!

Gamerpoints: 20

Level up a complete abilities tree, be it Strength, Skill, or Will.

You need to spend some serious Experience in order to secure this Achievement. At the Heroes' Guild, use your hard-earned points to max out every single Attribute or Spell in either the Strength, Skill, or Will categories. Once done, the That's My Man! Achievement is yours to admire whenever you please.

The Drinking Game



Gamerpoints: 10

Drink until you vomit, or '"help" a friendly villager get drunk.

It's not big and it's certainly not clever—but if you drink to the point of puking in a tavern, this intoxicating Achievement is yours. Alternatively, earn it by plying another patron with booze until they're drunk. Either way, someone's had a lovely night out. Well done!

NOTE: Unlock both Achievement stamps by completing each challenge.

The Hero of Time

Gamerpoints: 10

Eat a Moonfish in Bowerstone during the day, or a Golden Carrot at night.

Either eat a Moonfish in Bowerstone during the day or eat a Golden Carrot in Bowerstone at night. All that sudden time-shifting might confuse the locals —but who cares when you get an Achievement out of it?

NOTE: Unlock both Achievement stamps by completing each challenge.

The Summoner's Tail

Gamerpoints: 10

Summon a powerful creature to fight by your side.

To earn this Achievement, capture then conjure one of the following enemies using your Summon Spell: an Assassin or Bandit Leader, a Balverine or White Balverine, an Undead Lieutenant or Undead General, a Screamer or either form of Minion. This is easiest if you whittle your target's health right down then cast the Summon Spell so that your currently captured ally can finish the job. Note that you won't unlock the Achievement until you cast the Spell again and unleash your newly acquired ally's furious wrath.

The Swinging Sword

Gamerpoints: 20

Hit three enemies simultaneously with a single Flourish like you're a real swinger.

This particular Achievement is simple in theory, but a little harder to pull off in practice. You need to hit three enemies simultaneously with one Flourish—however, some locations are more conducive to your needs than others. Your first, best option is the heavily populated Hobbe Cave, while The Arena and Lychfield Graveyard are equally suited to the task at hand. If you're still struggling to accomplish your objective, try using a weapon with a wide area of attack.

The Ultimate Warrior

Gamerpoints: 5

Treat yourself to a beard, haircut, and tattoo, the "Toupée And Tattoo Society" demands it.

Simply give yourself a full makeover by purchasing a new beard, haircut, and tattoo at one of Albion's fine array of tattooists and barbers to earn this Achievement. Job done—and don't you look pretty?

There Is No Spoon

Gamerpoints: 10

Use the power of mind control on an enemy, and have them kill one of their allies.

If you're of a suitably magical inclination, scoring this Achievement should be a breeze. All you need to do is cast the Turncoat Spell on an enemy then wait for it to slaughter one of its allies. The Hobbes in Hobbe Cave prove excellent fodder for this particular task.

What Are Ya Sellin'?

Gamerpoints: 10

Make a profit from selling to a Trader, or steal an item using the "Steal" expression from a Trader.

There are two ways to complete this Achievement: either rob a Trader using the Steal Expression (available at Guile Rank 3), or sell any of your wares and make a profit. You can do the latter as soon as you've gained access to Bowerstone South—simply purchase some Grain Sacks from a local Trader then sell them back at the Heroes' Guild shop. Ker-ching!

NOTE: Unlock both Achievement stamps by completing each challenge.

You Are a Super Player

Gamerpoints: 30

Find all 30 silver keys. In unrelated news; the Fable Anniversary Strategy Guide *is available now!*

Talk about demanding! To unlock this Achievement, you need to find all 30 Silver Keys hidden around Albion. Thankfully, you've got this guide (Chapter 6.1, specifically) to help. Be warned, though; if you choose to expose Lady Grey in the Investigate the Mayor quest and reject her offer of marriage, you won't be able to access the Silver Key hidden at Headsman's Hill.

Chapter 6.3 ~ Appendix: Quest List

So, you're interested in quests, eh? Well, you've come to the right place, Hero! If quest-related woes are getting you down, take a gander below—you'll find invaluable details on every official adventure in Albion. Want to know the best quests to boost your Alignment, or bolster your Gold and Renown reserves? Then prepare for your most gratifying experience since Darkwood Bordello! What's more, if you're completely stumped, you can use our patented page-o-matic and hop right to the relevant part of this guide, where our very finest strategies await. Honestly, they'll write songs about this table some day.

Quest	Type	Summary	Gold	Renown	Alignment	Starts
Archery Competition *	🟤	Test your bow skills in the Knothole Glade archery competition.	100	100	-	Knothole Glade (page 107)
Arena, The	🟡	Earn Gold and Renown participating in rounds of combat at the Arena.	0	2,000	😇😈	Arena Preparation Area
Assassin Attacks	🟤	Be wary of those who covet your fame. However, such people may carry valuable or useful items.	100	100	-	Witchwood Lake (page 107)
Attack Orchard Farm	🟡	Lead the Bandits to the crates and cover their backs.	1,000	400	😈	Orchard Farm (page 54)
Bandit Spy Extraction	⚪	Bandit gang asks you to spring one of their spies from a Trader Convoy. Unknown to the spy, a trap awaits him.	5,800	400	😈	Bowerstone Jail (page 130)
Bandit Toll	🟤	The Bandits demand you pay a toll to pass.	200	150	-	Greatwood Gorge (page 57)
Battle Jack of Blades	🟡	Fight Jack of Blades.	20,000	4,000	-	Heroes' Guild (page 138)
Beardy Baldy	🟤	A man in Bowerstone has an unusual request for you.	100	100	-	Bowerstone Quay (page 48)
Birthday Gift, The	🟡	Get your sister a birthday present.	0	0	😇😈	Oakvale (page 31)
Book Collection	🟤	The school in Bowerstone needs books to restock its library.	0	100	-	Bowerstone South (page 45)
Bounty Hunt	⚪	Bandits have kidnapped Bowerstone townsfolk. Track down the gang and free the hostages.	5,400	400	-	Greatwood Entrance (page 122)
Break the Siege	⚪	Go to Knothole Glade and speak with the Bandit Siege Leader.	5,000	450	-	Knothole Glade (page 107)
Chapel of Skorm *	🟤	Achieve deeper evil by making offerings at the Chapel of Skorm.	0	0	😈	Chapel of Skorm (page 65)
Chicken Kicking Competition *	🟤	A disgraceful and unethical use of chickens or the sport of kings?	0	0	-	Oakvale (page 72)
Collect the Hero Dolls	🟤	Find as many Hero Dolls as possible on your travels.	0	0	-	Bowerstone South (page 44)
Collecting an Arena Soul	🟡	Collect an Arena Soul.	0	500	😇	Arena (page 153)

* This is an open-ended quest with no official conclusion.

Quest	Type	Summary	Gold	Renown	Alignment	Starts
Collecting Nostro's Soul	🟡	Collect Nostro's Soul from the Lychfield Graveyard Circle.	0	500	😇	Circle of the Dead (page 155)
Collecting Your Mother's Soul	🟡	Collect your Mother's Soul.	0	500	😇	Memorial Garden (page 154)
Darkwood Disturbance	⚪	Investigate a disturbance at Darkwood Lake.	3,500	100	-	Darkwood Lake (page 116)
Execution Tree	⚪	Bandits are planning on ambushing the Guards taking a criminal from the Jail outside Bowerstone to the Execution Tree. Kill all of the Bandits and stop them freeing the criminal.	4,500	200	😇	Bowerstone Jail (page 115)
Execution Tree Rescue	⚪	Bandits have hired you to rescue someone as he's taken from the Jail outside Bowerstone to the Execution Tree.	4,600	200	😈	Bowerstone Jail (page 115)
Final Battle, The	🟡	Defeat Jack of Blades.	20,000	3,000	-	Archon's Folly (page 156)
Find the Archaeologist	🟡	The Archaeologist is protected by a magical door. Find this door.	1,200	0	-	Witchwood Cullis Gate (page 91)
Find the Bandit Seeress	🟡	Sneak past the Bandits and get through the gate to the Bandit Camp path. If you are seen, kill the Bandits and wait for the gates to re-open.	4,500	1,000	😇😈	The Clifftop Path (page 81)
Finding Theresa Again	🟡	Meet Theresa outside the Grey House.	0	0	-	Arena Entrance (page 104)
Fishing Competition *	🟤	The Albion Angler's Association is holding its annual fishing competition.	0	50	-	Fisher Creek (page 52)
Fishing Lessons	🟤	Learn how to fish.	0	0	-	Fisher Creek (page 52)
Gateway to Hook Coast	🟡	Activate the Cullis Gate to Hook Coast, in Darkwood.	4,200	500	-	Ancient Cullis Gate (page 131)
Ghost Granny Necklace	🟤	Help the ghost of an old woman get her heirloom back and return it to the family.	500	200	-	Orchard Farm (page 106)
Graveyard Path, The	🟡	Talk to the Gravekeeper.	1,500	200	-	Lychfield Graveyard (page 120)
Guild Training	🟡	Remain at the Guild, learning the abilities you need to graduate as a Hero.	0	0	-	Heroes' Guild (page 33)
Hidden Bounty Hunt	🟤	Somewhere in Albion is some buried treasure. Collect all the clues that hint at its whereabouts.	0	100	-	Orchard Farm (page 54)
Hidden Sword, The	🟤	Investigate the legend of a powerful sword hidden deep in the Guild.	0	0	😇	Heroes' Guild (page 142)
Hobbe Cave	⚪	Speak to the grandmother at Rose Cottage in Greatwood.	5,500	400	-	Rose Cottage (page 76)

* This is an open-ended quest with no official conclusion.

Quest	Type	Summary	Gold	Renown	Alignment	Starts
Hobbe Killing Contest	⚪	Clear Orchard Farm of Hobbes.	900	200	-	Orchard Farm (page 56)
Investigating the Mayor	🟤	Investigate the conspiracy behind Lady Grey's rise to power.	100	150	-	Barrow Fields (page 117)
Killing Briar Rose	🟡	Kill Briar Rose and collect her Soul.	0	1,000	😈	Archon's Shrine (page 154)
Killing the Guildmaster	🟡	Kill the Guildmaster and collect his Soul.	0	1,000	😈	Guild Woods (page 155)
Killing Thunder	🟡	Kill Thunder and collect his Soul.	0	1,000	😈	Knothole Glade (page 153)
Lost Trader	⚪	Find the stranded Trader.	2,600	150	-	Abandoned Road (page 106)
Mayor's Invitation	🟤	Receive an invitation to the Mayor's office. Encounter the flirty Lady Grey.	3,500	100	😇😈	Bowerstone North (page 116)
Maze's Information	🟡	Maze is waiting for you at Bowerstone Tavern, which can be reached from Lookout Point.	0	0	-	Lookout Point (page 42)
Maze's New Information	🟡	Maze has more information regarding your sister. Speak to him in Oakvale.	0	0	-	Barrow Fields (page 67)
Maze's Request	🟡	Maze has asked to meet you in his quarters in the Guild.	0	0	-	Twinblade's Tent (page 87)
Melee Combat Test	🟡	Kill the Beetles infesting the Guild Woods.	20	30	-	Guild Woods (page 34)
Murder with a Twist	🟤	Find and kill the dangerous assassin.	0	0	-	Oakvale (page 89)
Oracle of Snowspire, The	🟡	Activate the Snowspire Oracle.	0	4,000	-	Necropolis (page 150)
Oracle's Knowledge, The	🟡	Return to the Oracle with the Glyph Expressions that will activate it.	0	0	-	Snowspire Village (page 151)
Orchard Farm Escort	⚪	A Trader asks you to take him to Orchard Farm from Lookout Point.	0	0	-	Lookout Point (page 55)
Prison Escape	🟡	Rescue your mother, Scarlet Robe, from Bargate Prison.	0	0	-	Cell Block One (page 126)
Prophets of the Fire Heart, The	🟡	Turn all the tiles to Sun signs to free a Prophet. Turn them all to Moon signs to kill one. Complete all five rounds to claim the Fire Heart.	5,000	250	😇😈	The Prophets' Chamber (page 141)
Protect Orchard Farm	🟡	Help the Guards defend Orchard Farm from a Bandit Assault.	750	400	😇	Orchard Farm (page 53)
Ransom Victim, The	⚪	Return the Knothole Glade Chief's son, who is being held for ransom.	3,000	500	😇😈	Knothole Glade (page 143)

* This is an open-ended quest with no official conclusion.

Quest	Type	Summary	Gold	Renown	Alignment	Starts
Rescue Scarlet Robe	🟡	Break into Bargate Prison and rescue your mother, Scarlet Robe.	0	0	-	Underground Chamber (page 123)
Rescue the Archaeologist	🟡	Rescue the archaeologist from Bowerstone Jail.	7,000	500	-	Bowerstone Jail (page 111)
Return to Hook Coast	🟡	Dispel the barrier at Hook Coast ruins.	16,000	1,500	-	Hook Coast (page 137)
Ship of the Drowned, The	🟡	Activate the Hook Coast lighthouse to summon the ghost ship.	5,000	800	-	Hook Coast (page 144)
Sick Child, The	🟤	A child has fallen sick in Bowerstone after eating strange mushrooms.	2,000	200	-	Bowerstone South (page 45)
Souls of Heroes, The	🟡	To open the Bronze Gate, you must gather three Hero Souls matching the descriptions in Archon's Shrine.	8,000	100	😇😈	Archon's Shrine (page 152)
Sword in the Stone, The	🟤	The sword of Huw the Giant has been stuck fast in the rock of Witchwood for decades. Can you remove it?	100	100	-	Temple of Avo (page 93)
Temple of Light *	🟤	Visit the Temple of Light in Witchwood to contact the god Avo.	0	0	😇	Temple of Avo (page 94)
Trader Escort	🟡	Escort the Traders to the Trader Camp.	2,000	500	-	Darkwood Entrance (page 61)
Trader Massacre	⚪	Kill all the Guards and Traders in Barrow Fields.	5,000	4,000	😈	Barrow Fields (page 88)
Trader Rescue	⚪	Rescue all three of the Traders held captive in the Bandit Camp.	5,000	4,000	😇	Twinblade's Camp (page 88)
Treasure of the Ghost Pirate	🟤	Find the ghost's treasure and return it to his wife.	100	150	-	Oakvale (page 71)
Try to Stop Jack of Blades	🟡	Stop Jack from activating the Witchwood Focus Site.	5,000	800	-	Witchwood Cullis Gate (page 138)
Wasp Menace	🟡	End the Picnic Area Wasp infestation.	500	200	-	Picnic Area (page 42)
White Balverine	🟡	Kill the Balverines outside Knothole Glade gates.	6,200	800	-	Knothole Glade (page 95)
Will Combat Test	⚪	Go with Whisper into the Guild Woods.	0	0	-	Guild Woods (page 35)

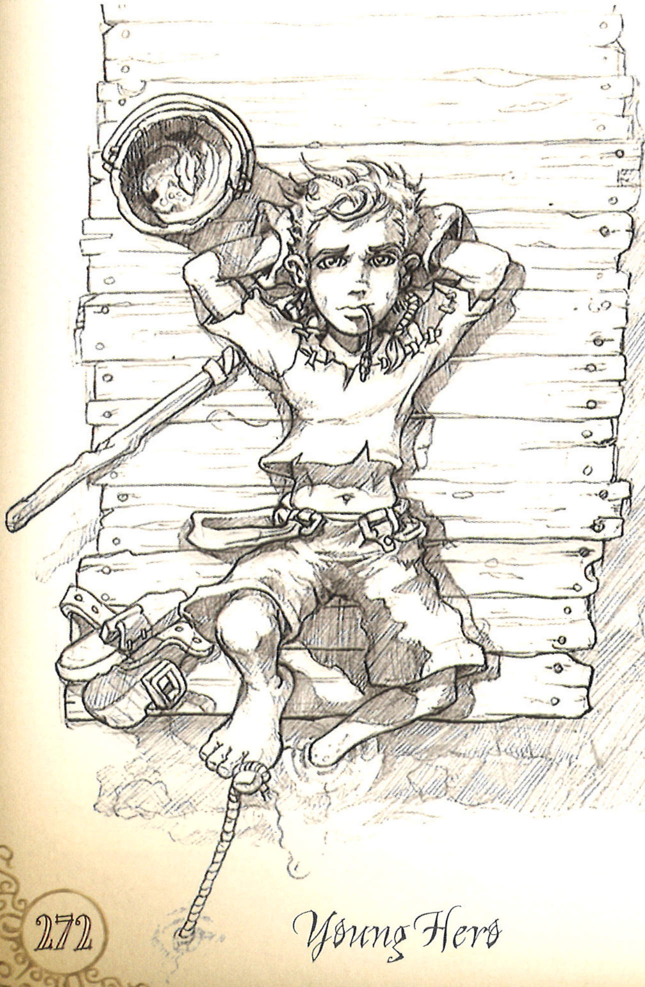
* This is an open-ended quest with no official conclusion.

Chapter 7.1 ~ Fable: The Making of a Hero

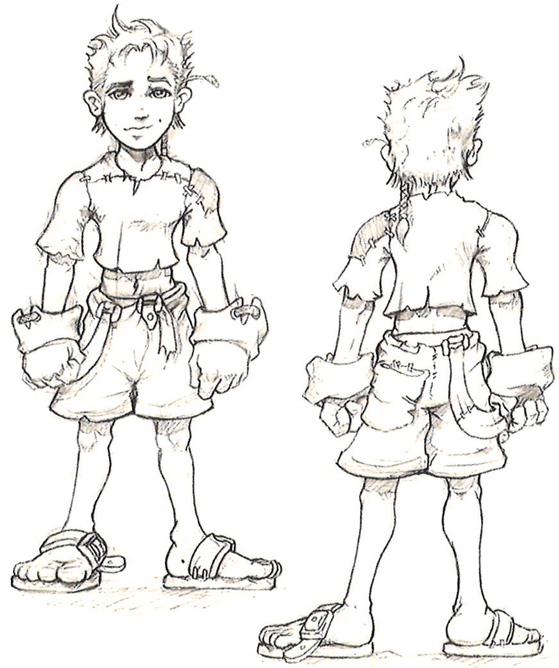
And So Our Story Begins

It all started back in 1998; brothers Dene and Simon Carter stepped, blinking, into the sunlight, leaving critically acclaimed studio Bullfrog Productions *(Theme Park, Dungeon Keeper, Magic Carpet)* behind them to begin a whole new adventure in game development.

Along for the ride was now-equally-former Bullfrog artist Ian Yarwood-Lovett. "Setting up on your own has always been a terrifying proposition," he recalls, "so we called upon Peter Molyneux (former head of Bullfrog Productions, then head of Lionhead Studios) and persuaded him that what Lionhead really needed was a satellite studio." One high-street loan later—and, amazingly, permission to work from a small room in Molyneux's own home—a brand-new studio, Big Blue Box, was born.



Young Hero



With a temporary residency in place, the Carters turned their attention to the not-insubstantial matter of brainstorming their first game. According to Simon Carter, the brothers had three main ideas at the time, all having bubbled away in the back of their minds during the heady Bullfrog days. First, there was *Life!* a sort of spiritual successor to David Crane and Richard Gold's *Little Computer People*. "You had indirect control of a virtual lad or lady, and your job was to guide them through simulated life," explains Carter, "It was a sort of side-on version of *The Sims,* but long before *The Sims* was a twinkle in Will Wright's eye."

Then there was the enigmatically titled *The Game,* a loosely conceived role-playing experience overflowing with ideas. At the heart of *The Game,* though, was the notion of creating a world so rich that, as Carter puts it, "you would be just as inclined to go fishing or get married as you'd be to bash in the head of an angry goblin."

As curiously familiar as that idea might now sound, it wasn't *The Game* that proved to be Big Blue Box's initial focus. Instead, it was *Wishworld,* a hugely ambitious, multiplayer-imbued, action-strategy game that combined elements of Bullfrog's *Magic Carpet* and Julian Gollop's Spectrum classic *Chaos* to form an epic adventure, based around the titanic struggles of two vastly powerful, warring wizards.

"We envisioned world-altering duels," recalls Yarwood-Lovett, "Battles would shape the face of the planet as the wizards ripped mountains apart and gouged canyons through the crust of the earth." As Carter wryly notes, "Armed with the designs for what was basically *The Sims, Fable,* and *Weird Wizard Battle Action Thing,* we chose the obvious crowd-pleaser—the one with the wizards."

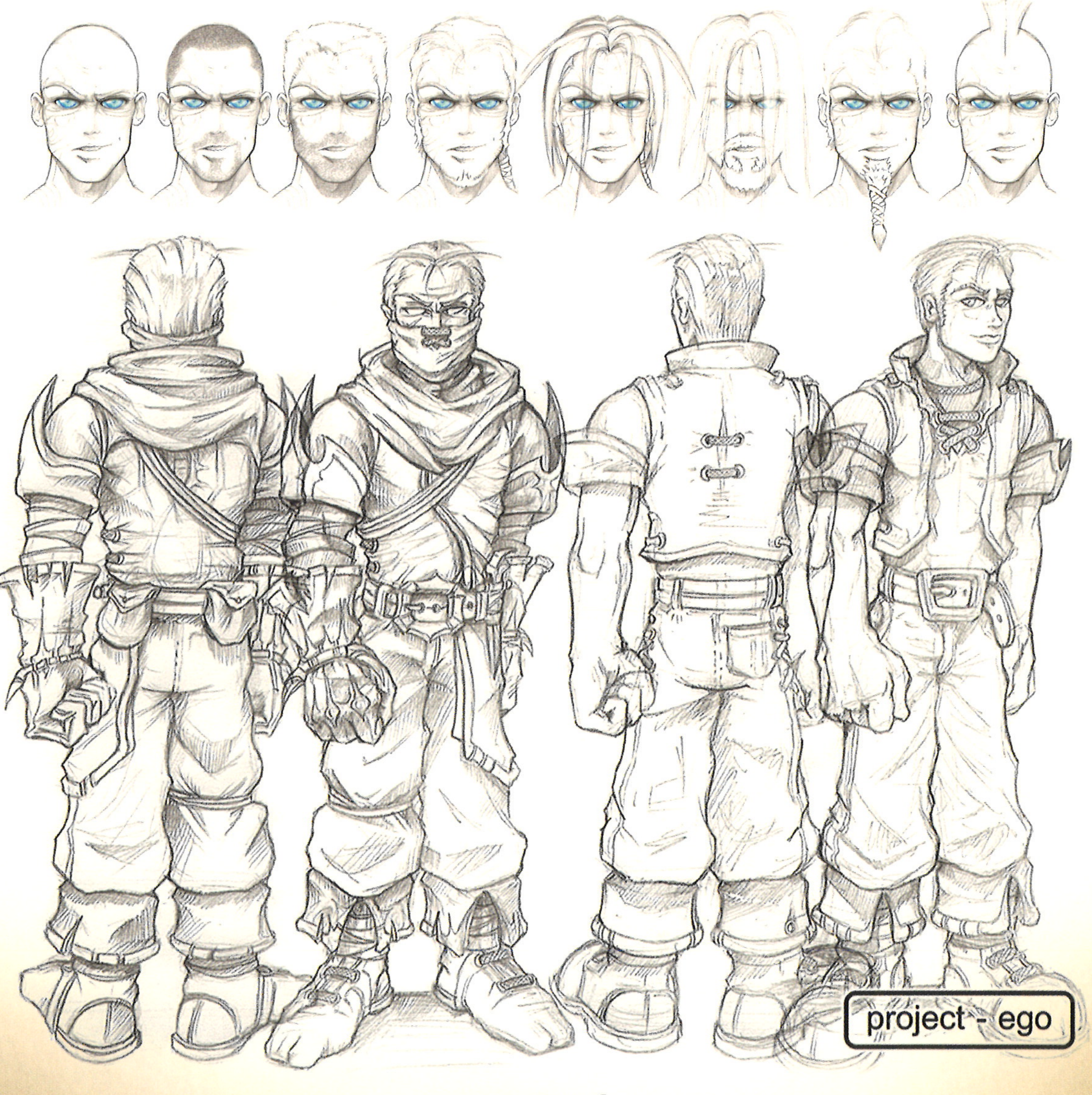
Wishworld was to be the first time that the fledgling team had tackled a proper, animated 3D world—a challenging-enough task made even more demanding given the project's ambitious nature. "Our first task was to put together the images and references that were our key influences, and then see which were viable given the technology at our disposal," says Dene Carter. "And, since we were there right from the start, there was an awful lot of 'just getting basic stuff working' to be done."

That "getting basic stuff working," it quickly transpired, demanded a little more in the way of programmer might and, over the next two years, Big Blue Box slowly expanded; typically, though, not without an anecdote or two. One of *Fable*'s original artists, recalls Yarwood-Lovett, was interviewed in the bowels of Peter Molyneux's home, going through his credentials while the housekeeper happily ironed the Lionhead boss's Y-fronts mere inches away. Then, of course, there was the candidate that showed up sporting a portfolio filled entirely with cartoon penises....

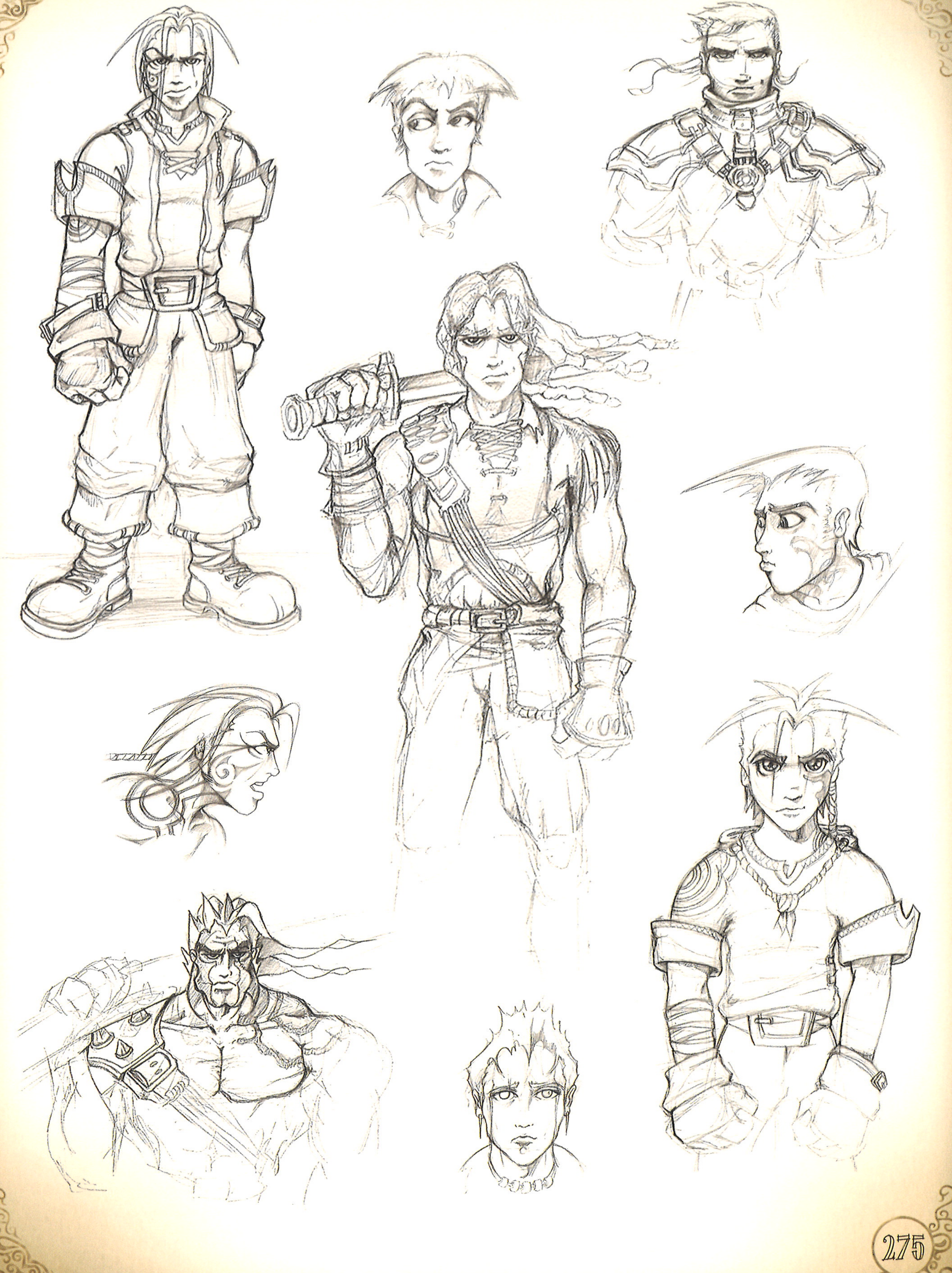
DID YOU KNOW?

"The names of the people who made the game are all over the world and lots of things are named after the developers. You can have hours of fun matching the names in the game to those in the credits"

~ *Ian Faichnie*



Adult Hero



ON THE BRINK OF DISASTER

As *Wishworld* slowly took form, the team began pitching the game mercilessly to any publisher that would see them. "It was a roller coaster ride of hope and blinding fury," recollects Simon Carter, "We would spend six months talking to a publisher, and be on the brink of signing, when something silly would happen and it would fall apart." One conversation in particular sticks in Carter's mind, taking place on the day that, finally, a deal was due to be struck:

Them: We love your game!

Us: Yay!

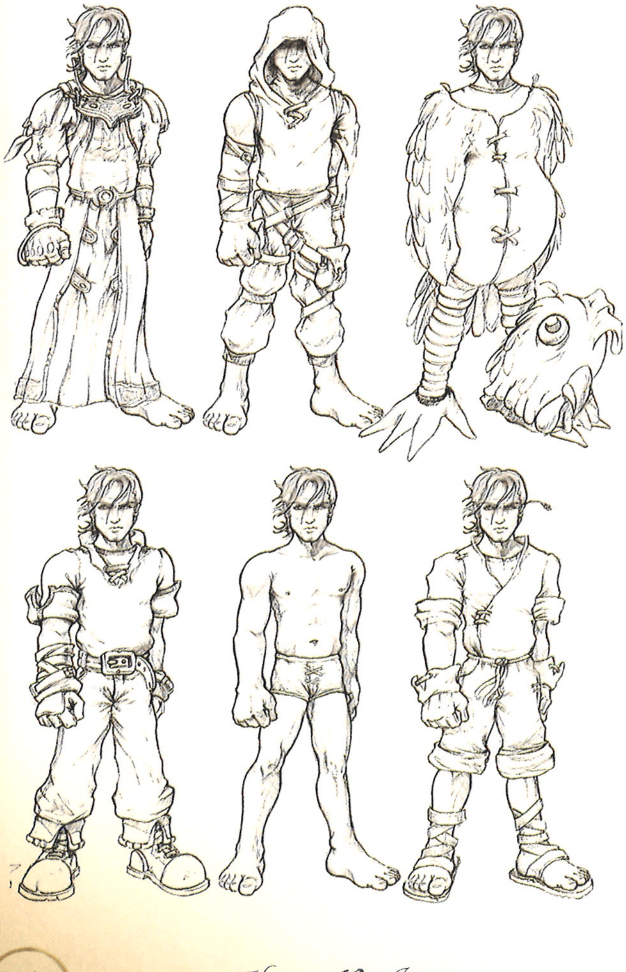
Them: We're not sure about the whole 'wizard' thing, though.

Us: Right. I'm sure we can be flexible on that; wizards are a bit niche.

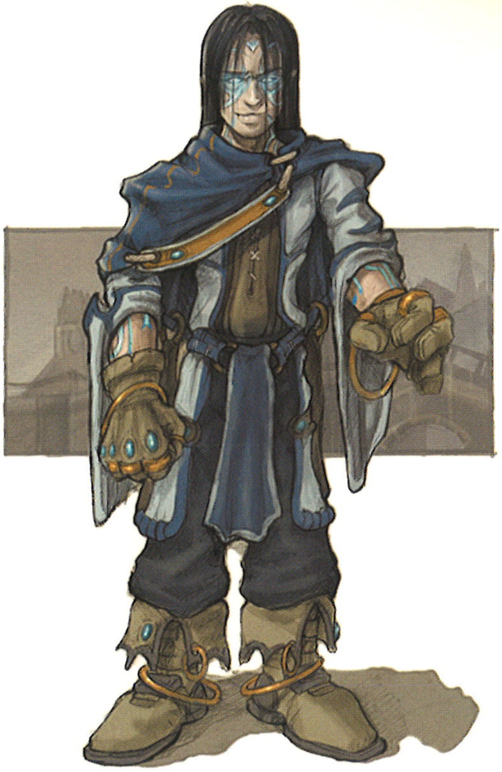
Them: Yeah! So, how's about, instead of being set on an open, morphable landscape, you set it in a city? And instead of wizards, it's superheroes? And instead of morphing the landscape and summoning leviathans, you hit people? That would be awesome!

Us: Erm. Okay. Although, that sounds like a completely different game.

Them: Yeah! Good point! Bye!



Hero Clothing

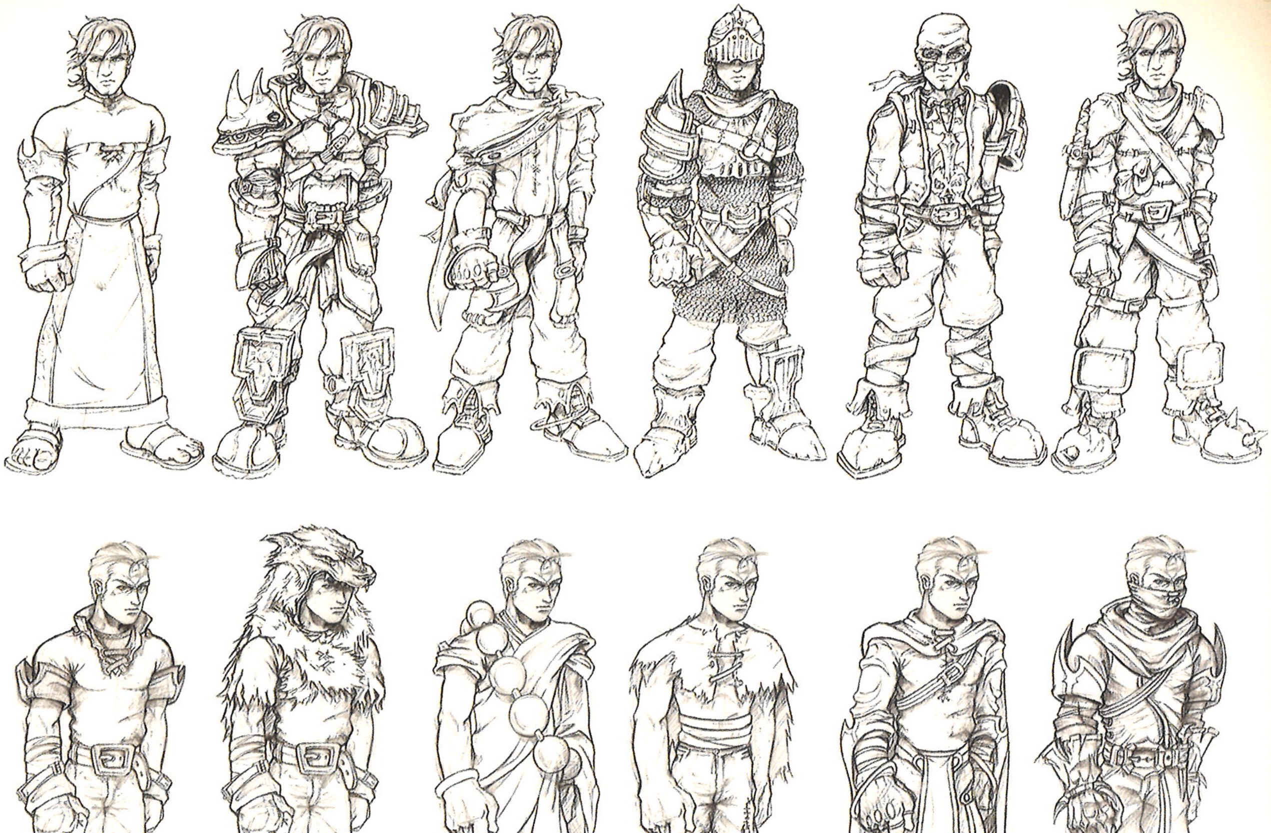


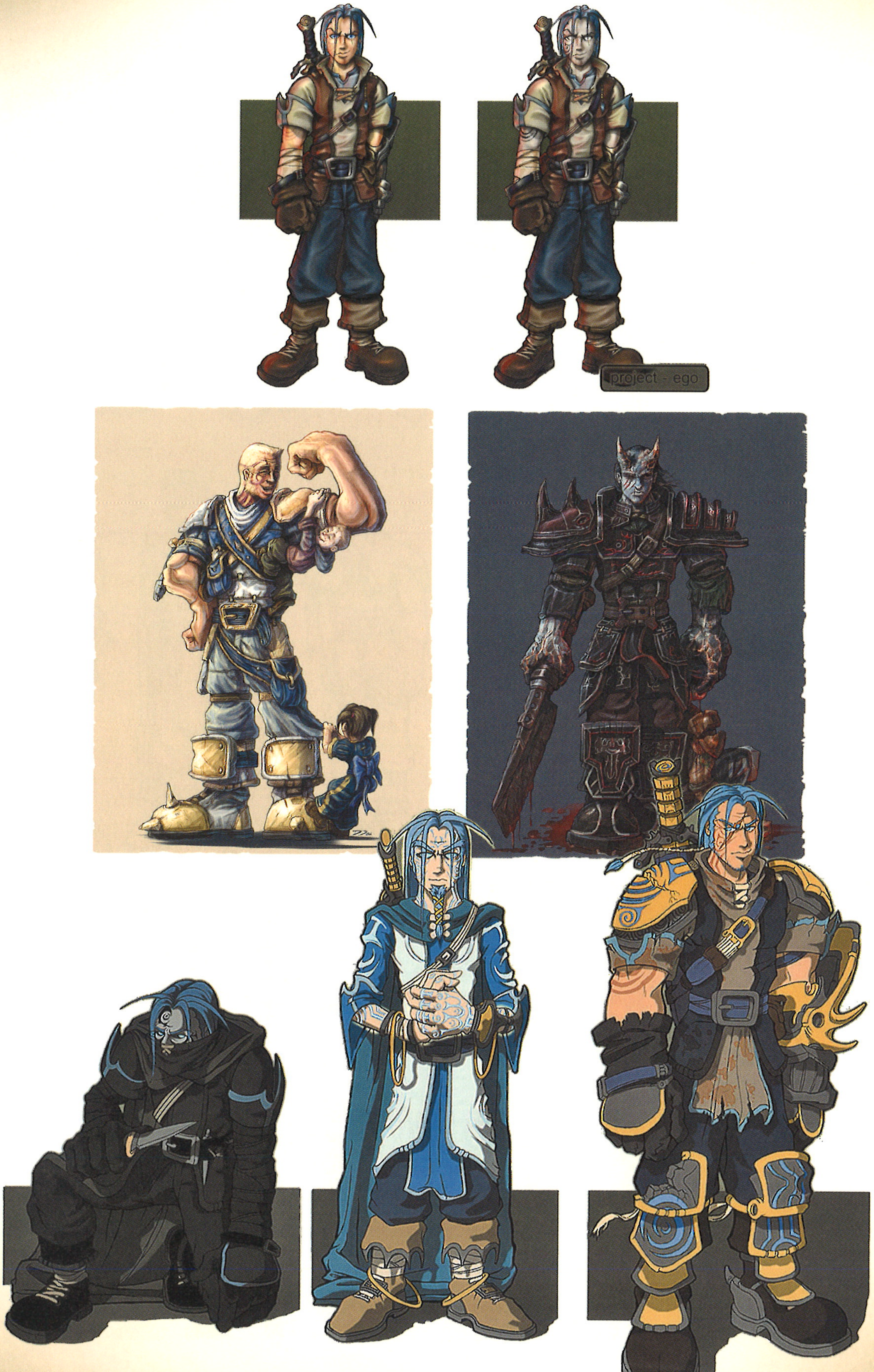
That was nothing compared to what happened next. Following the collapse of its first deal, Big Blue Box met with another large publisher and negotiations appeared to be going well. "Each time we met, they brought a bigger and bigger team with them, until we were pitching to 15 or so people, half of them developers," Carter recalls, "This should have set off alarm bells, but we were a touch naïve. A few months later, the publisher stopped responding to our calls."

At first, the team could only wonder what had gone so wrong. It was a question abruptly answered, however, when the publisher quietly released what was, in essence, a poorly implemented *Wishworld* clone. "It was a disaster," sighs Carter, "Overnight, our game had lost all credibility and originality—and, as a small studio with limited funding, there was nothing we could do."

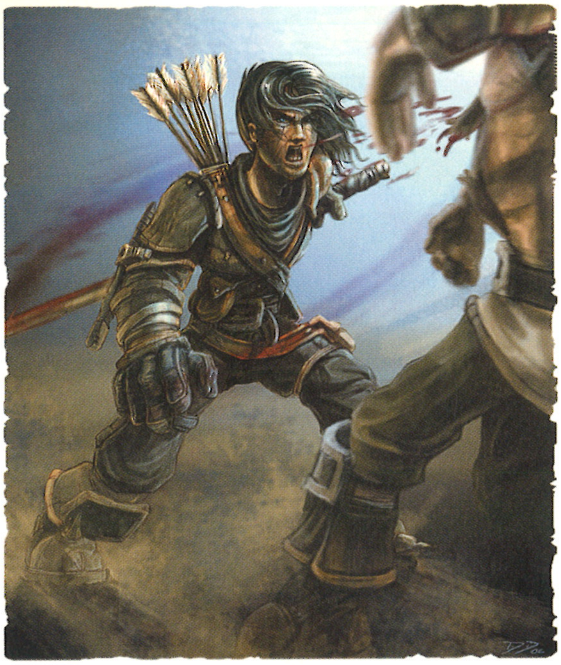
Once the initial shock had subsided, the team realised that the only way to save their project was to make big changes. It was Peter Molyneux that inspired *Wishworld's* sudden shift in direction, noting that Big Blue Box's landscape technology would lend itself well to a role-playing adventure. Suddenly, the studio found itself returning to one of the Carters' earliest ideas, dusting off the now-ever-so-familiar design for *The Game.*

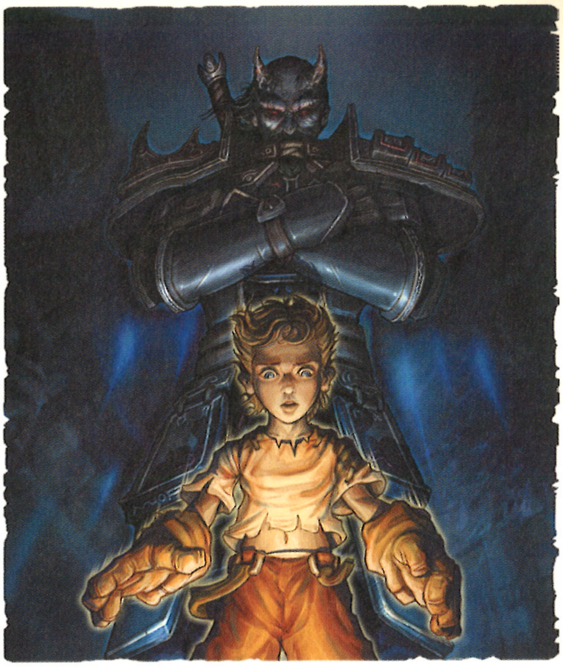
"We decided to make the game more story-driven, and to focus more on the main character," remembers Dene Carter. "Initial discussions circled around creating one historical figure – a Hero – that players could sculpt in their own particular way." And with that germ of an idea, *Fable* was born. "Well, sort of," laughs Simon Carter, "it took us another year or two to work out the name."

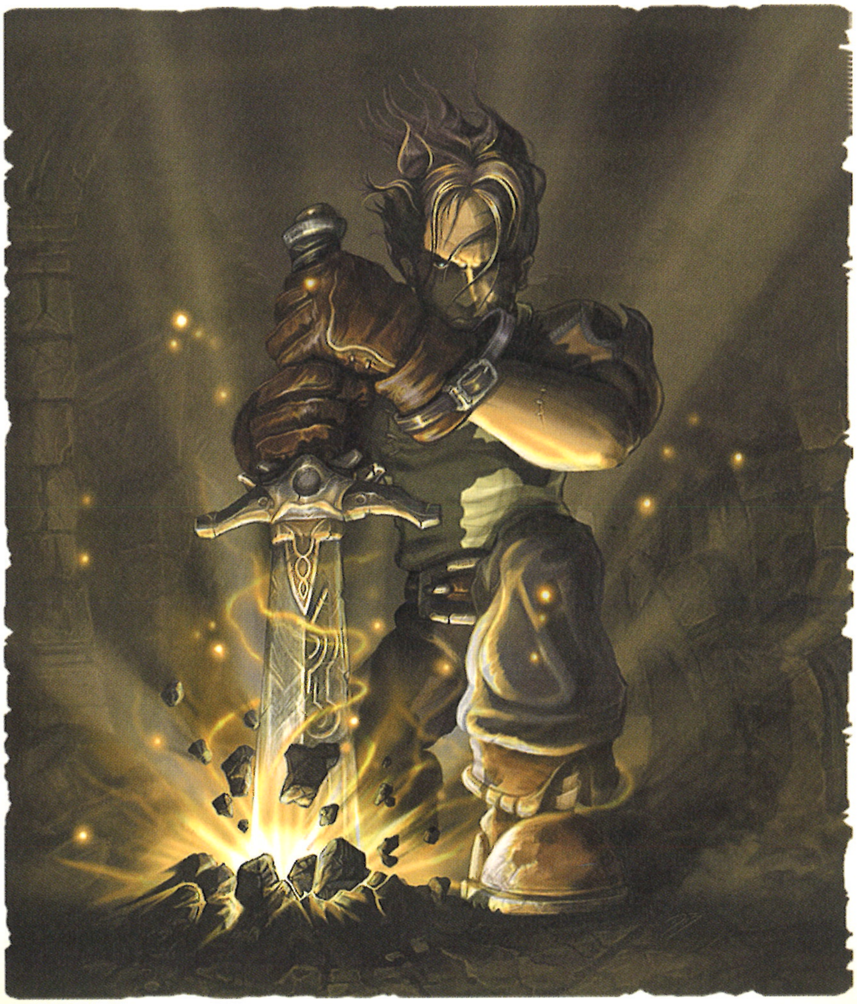



project - ego

Hero Morphing







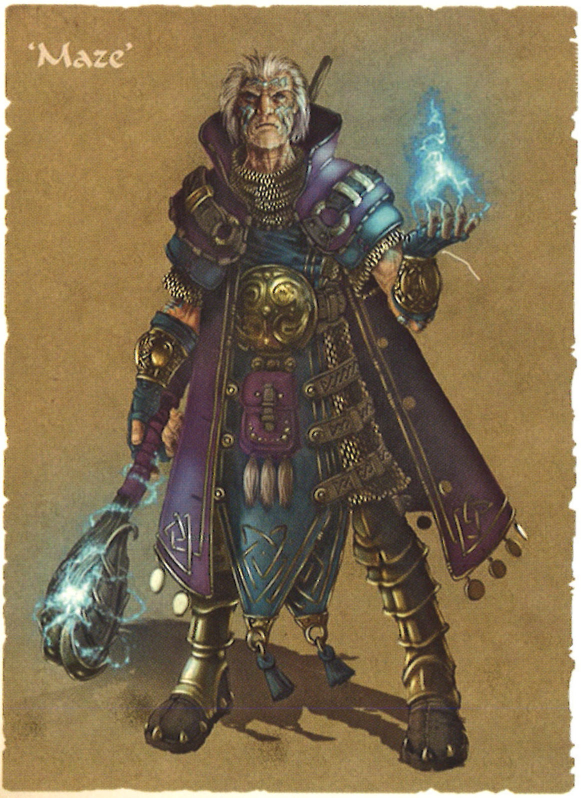
Full Colour Art

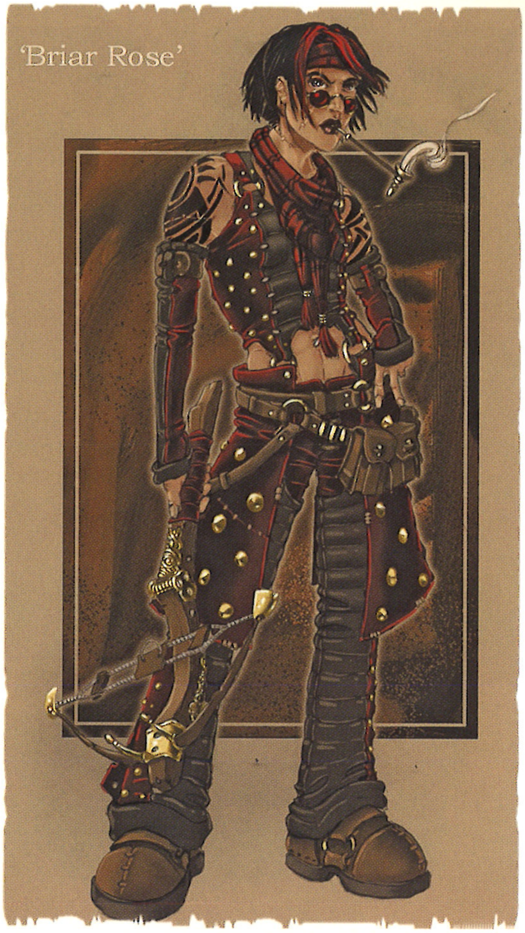
A NEW DIRECTION

With its ambitious focus on player choice, *Project Ego* seemed like the perfect working title, and slowly, what was once *Wishworld* began to evolve into the *Fable* we know and love today. "When we started thinking about how to adapt *The Game,* we imagined it as a fairy-tale-based, life-role-playing game", remembers Simon Carter.

"Crucially, we never, ever, wanted *Fable* to take itself too seriously. At the time, drama in most RPG's boiled down to some chap with the head of a cat or lizard telling you, 'I am C'tg'as's'dddfrag. Follow me to the city of Ardflan'kenra'th where you will make battle with the Sham'graken.' We wanted to make a world that everyone could relate to."

As Dene Carter puts it, "We were all sick of RPGs being encyclopaedias with combat. In the real world, if some weird thing attacks you, you don't know what it's called, what its health is. People misinterpret, they lie, they boast – all these things make the world more mysterious and interesting. Everyone you talk to in traditional RPGs has a complete, perfect knowledge of the entire world, going back 10,000 years. It's ridiculous! We wanted 50 percent of our population to have IQs lower than 50, thus making sense of this culture of Hero-celebrity."


'Maze'


'Briar Rose'

DID YOU KNOW?

"At one point, *Fable* was going to feature giant lobsters. They were crazy creatures and it's probably for the best that we didn't include them in the end!"

~ Louise Murray

To that end, Big Blue Box abandoned traditional RPG tropes and turned to European folk-tales, Norse myths, even bits and pieces of Japanese folklore, for inspiration. "The basic philosophy behind Albion itself was that it was a slightly wry take on folktale fantasy Britain, as popularised by films like *Jabberwocky* and the *Storyteller* series," Dene Carter explains, "Nothing would be treated too seriously, unless it was really, really important. We'd been watching *Buffy the Vampire Slayer* and enjoyed Joss Whedon's ability to marry comedy and tragedy in beautiful, seamless ways."

With that in mind, the team began experimenting to find an art style that best encapsulated Albion's unique tone. "Visually, we decided that everything would be a slightly exaggerated stereotype," recalls Ian Yarwood-Lovett, "Villages were bucolic, villagers alcoholic, and monsters really did try to steal your children."

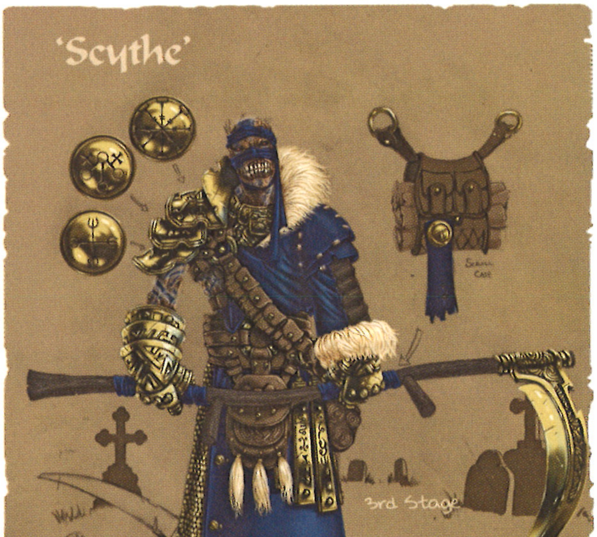
As senior level designer Julian Glover recollects, the team embarked on a huge amount of resource gathering at this early stage, "We collected books of scenery and architecture from around the world, did Internet searches, took photos, and uncovered old fairy tales and folk stories for the background." Slowly, Albion and its dimwitted populace began to take shape.

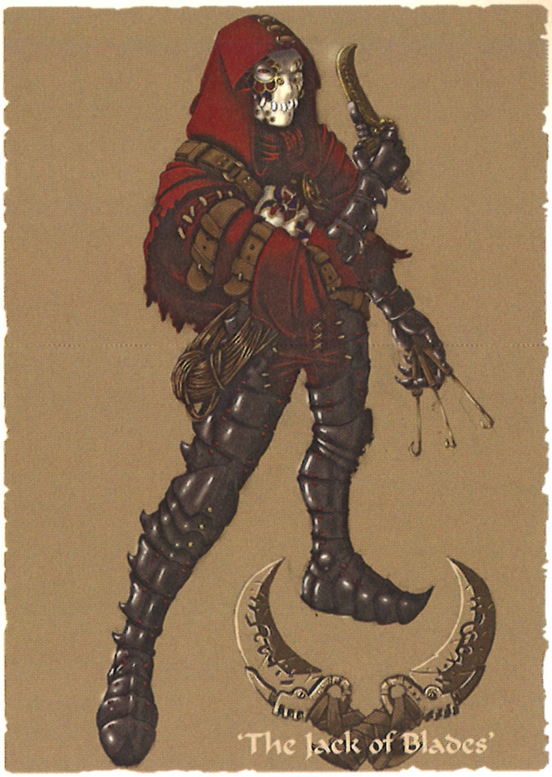
"After near-endless rounds of concept art," notes Yarwood-Lovett, "one of our senior artists, Damian 'Damo' Buzugbe, finally found the style for our very distinctive Hero characters—big chunky boots, sizeable hands, and a unique fashion sense that heavily featured scarves, belts, and huge buckles." According to Buzugbe, it was a style influenced by the likes of Joe Mad, Adam Warren, and many Japanese manga artists. "We'd had a lot of false starts," remembers Glover, "and it was utterly crucial that the Hero was perfect. It was such a relief to see Damo's concept and think 'Yup, that's him!'"

DID YOU KNOW?

"There are tiny, bloody, child-like hand-prints on the walls of the Hobbe Caves, hinting at the horrible origins of the Hobbe creatures. Also, you can marry Granny in Rose Cottage once her missions are done. She reveals a super-sexy voice—it's all quite worrying."

~ Dene Carter





YOU ARE NOW ENTERING ALBION

As the pieces began falling into place, the team's ambitious work attracted the attention of another publisher, Microsoft—and a deal was made to bring *Project Ego* to the company's upcoming Xbox console. With the game's future secured, things progressed ever more rapidly. Molyneux's back room was straining to accommodate the studio's burgeoning crew and so the decision was made to move to new offices, deep in the heart of the Surrey countryside.

DID YOU KNOW?

"*Fable* was originally going to be on the Dreamcast."

~ Julian Glover

As Adam Sibbick, one of the game's artists, recollects, the move had a surprising impact on the development of Albion. "We were lucky enough to be based in Godalming at the time, an old English market town in Surrey, surrounded by twisted, old buildings and all types of woodland. It was a very inspiring area to develop a *Fable* game in. Plus there were a lot of big- eared boys."

Indeed, it didn't take long before those wobbly lines of Godalming were heavily ingrained in *Project Ego*'s aesthetic. "Straight lines were a no-no, everything had to be at a jaunty angle or be slightly twisted," remembers Sibbick, "Which was no mean feat, given the polygon limits of the original Xbox console."

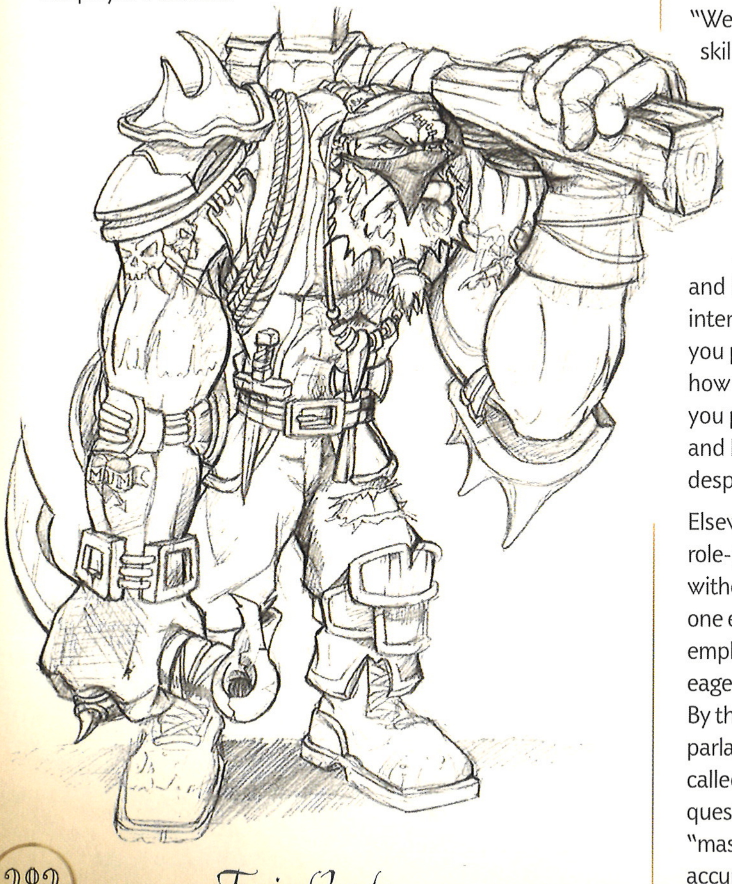
Luckily, Big Blue Box's game engine was more than up to the task, with each new iteration enabling the team to craft a richer, more organic world. As Julian Glover puts it, "The grass swished, the leaves in the trees trembled, and the towns and cities had houses that were bedded into the ground, rather than just sitting on top of it." Damian Buzugbe even recalls being dazzled enough by the engine to inquire how it was possible to render so many individual poppies at once. "Turns out," he laughs, "it isn't, if you want villagers, too."

DID YOU KNOW?

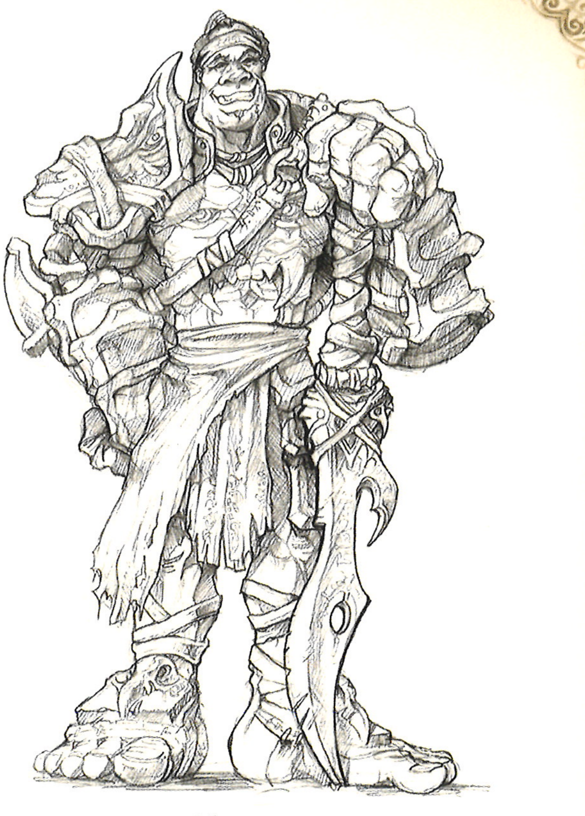
"Many of the character and creature names in *Fable* were subliminally based on street names that Dene saw on his daily commute from London to Guildford. We didn't notice it at the time, but one day I drove up to see him and found myself driving up Balvernie Grove and Lucien Road."

~ Simon Carter

As Albion grew, Big Blue Box turned its attention to the intricate systems governing player choice and consequence. Two core ideas lay at the heart of the game: firstly, that the Hero would visually reflect his experiences and, secondly, that the world and its residents would react appropriately to the player's actions.



Twinblade



Thunder

"We struggled for months on how to represent the Hero's skills visually," remembers Dene Carter, "Should we have three character classes? Should we limit the clothing you could wear? Everything felt too restrictive for the broad vision of the game. Then Peter showed us Lionhead's *Black and White* and the answer became obvious."

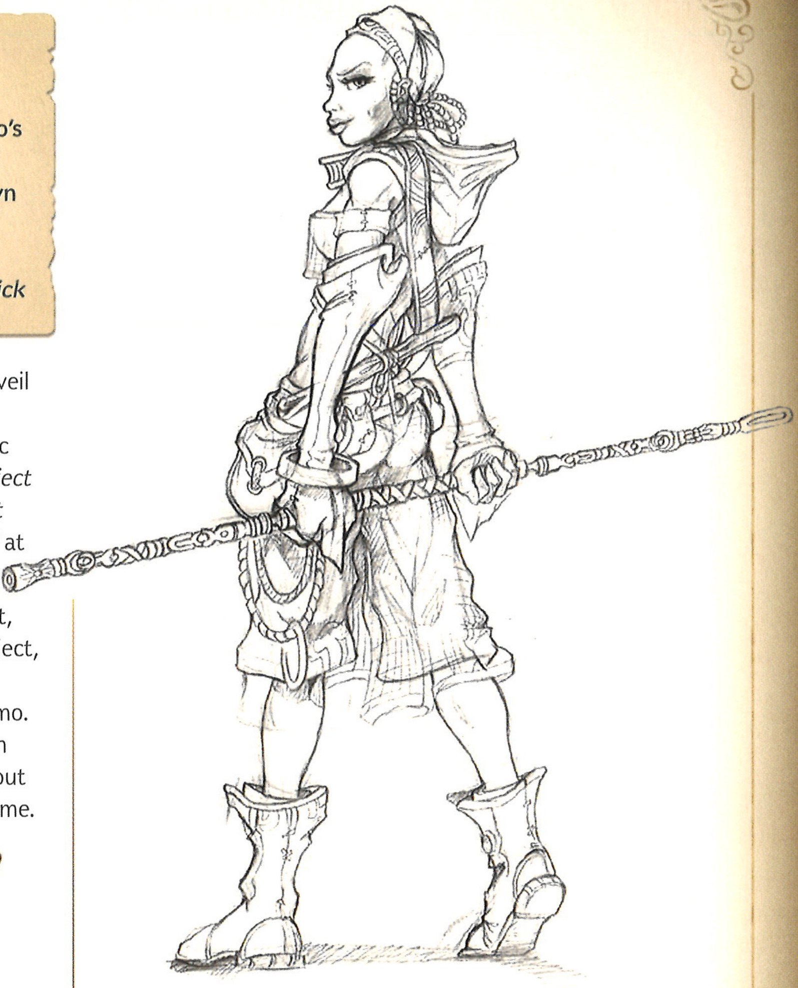
Adam Sibbick vividly recalls his first encounter with *Project Ego*'s revolutionary morphing system, "Dene and Ian showed me some early concepts in my initial job interview. They explained how you'd look like a vampire if you played in the dark or tanned if you played in the day; how you'd be muscly if you used a heavy sword and skinny if you preferred magic. I'd never heard anything like it before, and I left the interview desperate to play the game—and desperate to work on it!"

Elsewhere, *Fable*'s quest system—the meat of any good role-playing game—was blossoming, too, although not without incident. Mike West, then senior scripter, remembers one early quest in particular. At the time, an American employee of Microsoft was lending the team a hand and had eagerly set about implementing a mission featuring a tramp. By the time West returned, the "tramp" had, in American parlance, become a "bum," inadvertently birthing an object called the "Bum Pie." More unfortunate, however, was a quest involving a giant chicken, delightfully Americanised into "massive cock." As West points out, "Technically, it was an accurate description and not rude at all."

DID YOU KNOW?

"For a long time, the flies that buzz around the Hero's head when he's Evil were twice as big as any other texture in the game. I'd forgotten to scale them down after painting their tiny eyes and hairy little legs, bless. Fortunately, it was noticed before release."

~ *Adam Sibbick*

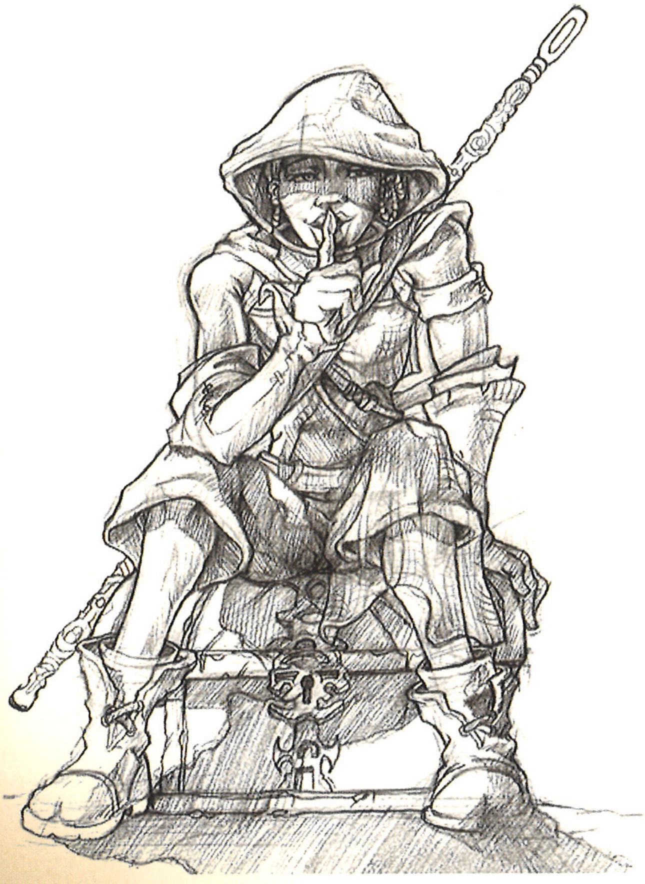


As 2001 rolled around, Microsoft was finally ready to unveil its debut entry in the home-console market—Xbox. The system received its first big reveal at the year's Electronic Entertainment Expo (E3) and, alongside the likes of *Project Gotham Racing, Jet Set Radio Future,* and *Halo: Combat Evolved,* the general public had its very first glimpse of at Big Blue Box's mysterious *Project Ego.*

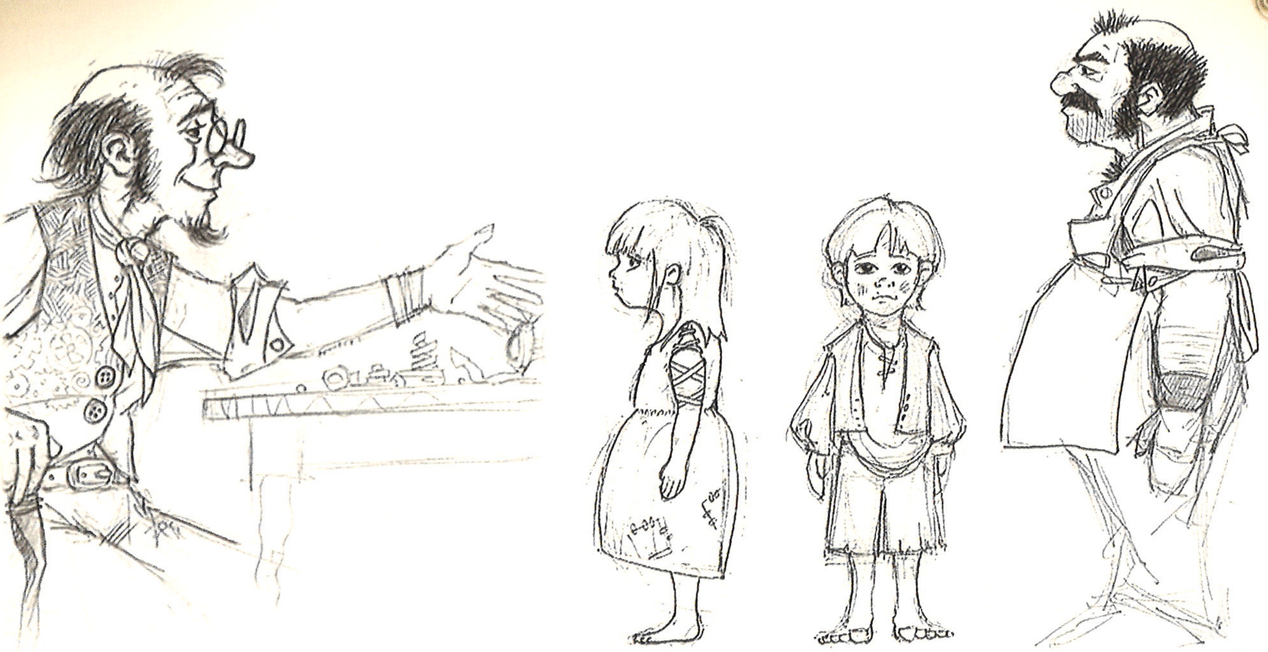
Preparing the game for its E3 unveiling was no mean feat, however. Ian Faichnie, senior character artist on the project, remembers the occasion vividly, "Most of us had been working flat-out for two days, 48 hours, to ready the demo. By then, people were literally asleep at their desks and in the kitchen on the floor. I got into my car to drive home but realised I was so tired I was hallucinating Albion around me. I went back in and crawled under my desk for a few hours' sleep before getting behind the wheel again."

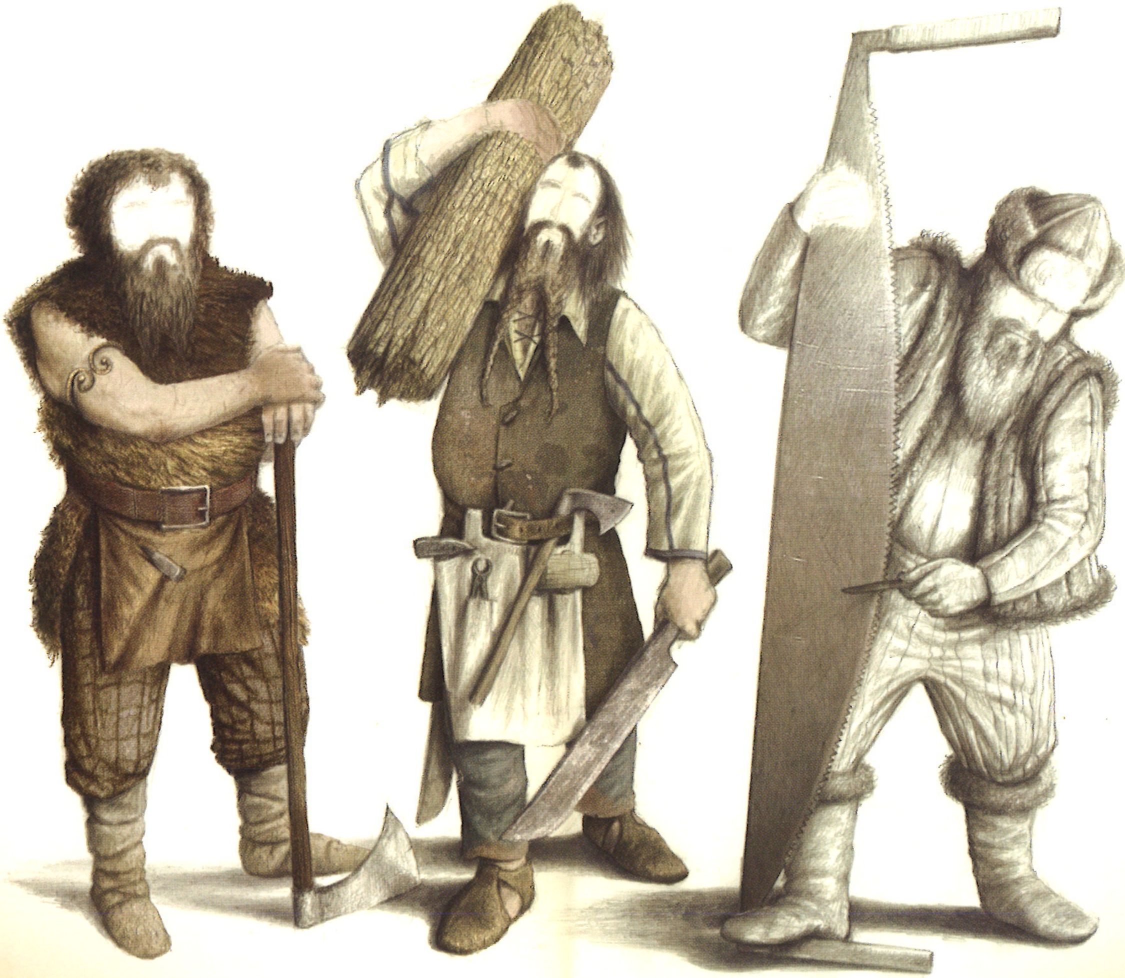
It didn't help, either, that one unfortunate, accident-prone team member was unable to work at all, having somehow managed to break both wrists and a couple of ribs following a surprise encounter with a runaway washing machine. Despite the mishaps, however, Big Blue Box's passion and dedication ensured that the E3 demo was completed just in the nick of time.

It was a key moment for the team in many ways. As Ian Yarwood-Lovett relates it, "The first showing of *Fable* at E3 was magical. It's that amazing time in development when you put your heart on your sleeve and let other people see what you've been pouring your life into. It's a deeply personal moment and, for us, we were showing something that wasn't even 'nearly' finished. Fortunately, the press were kind and, on the back of that positive reaction, we started gaining fans and the attention of the media. Of course, then we had to finish the actual game with a huge weight of expectation on our shoulders—and no idea how to deliver on growing oak trees."

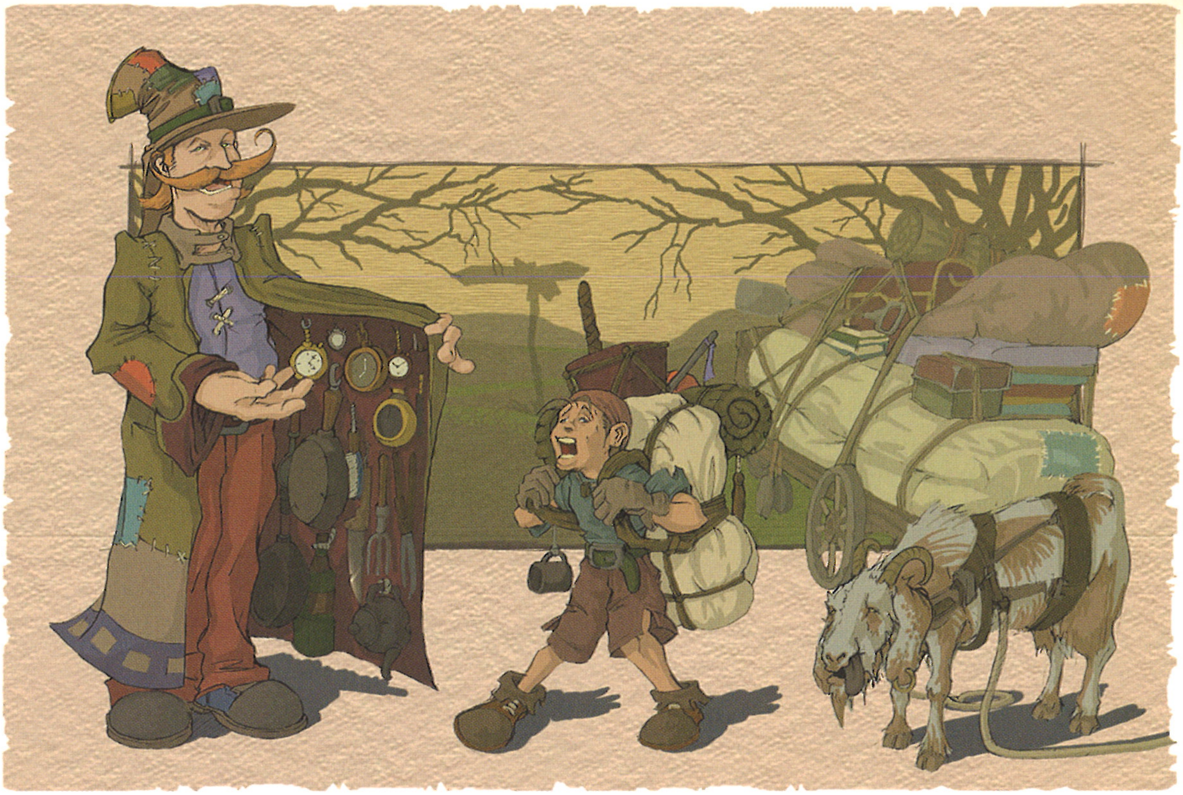


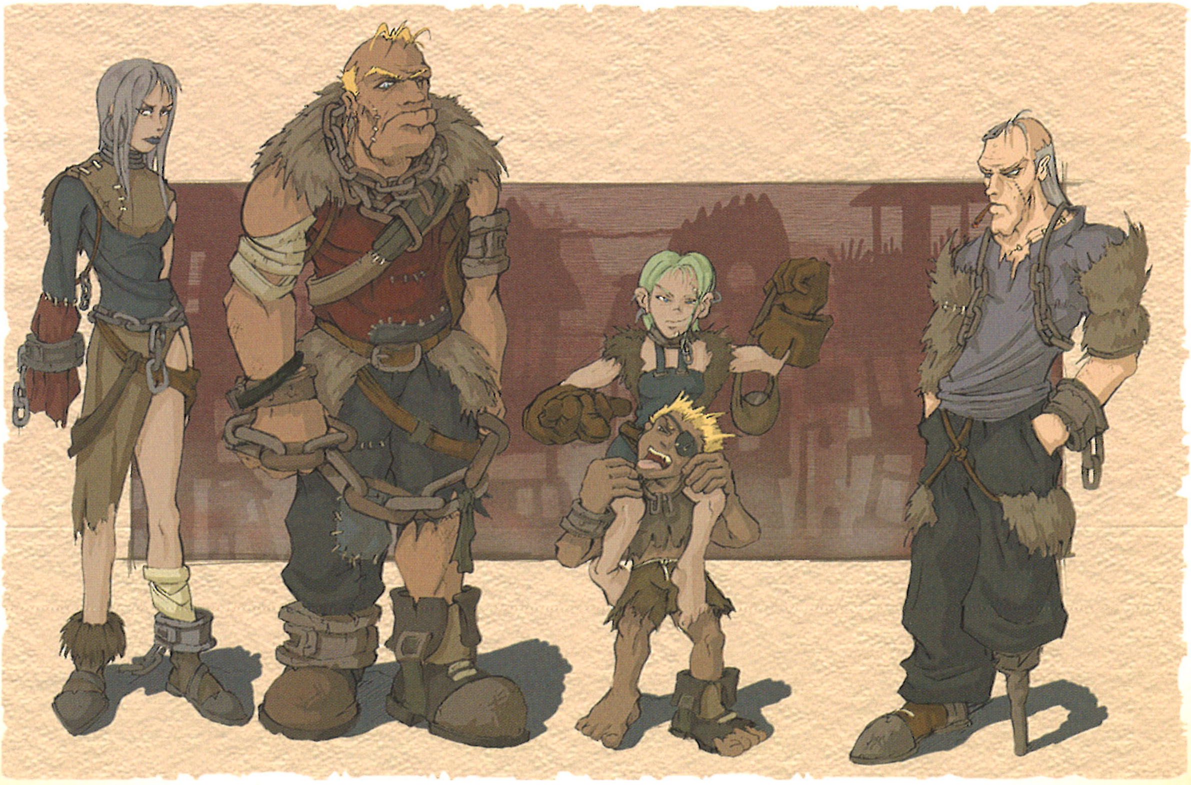
Whisper

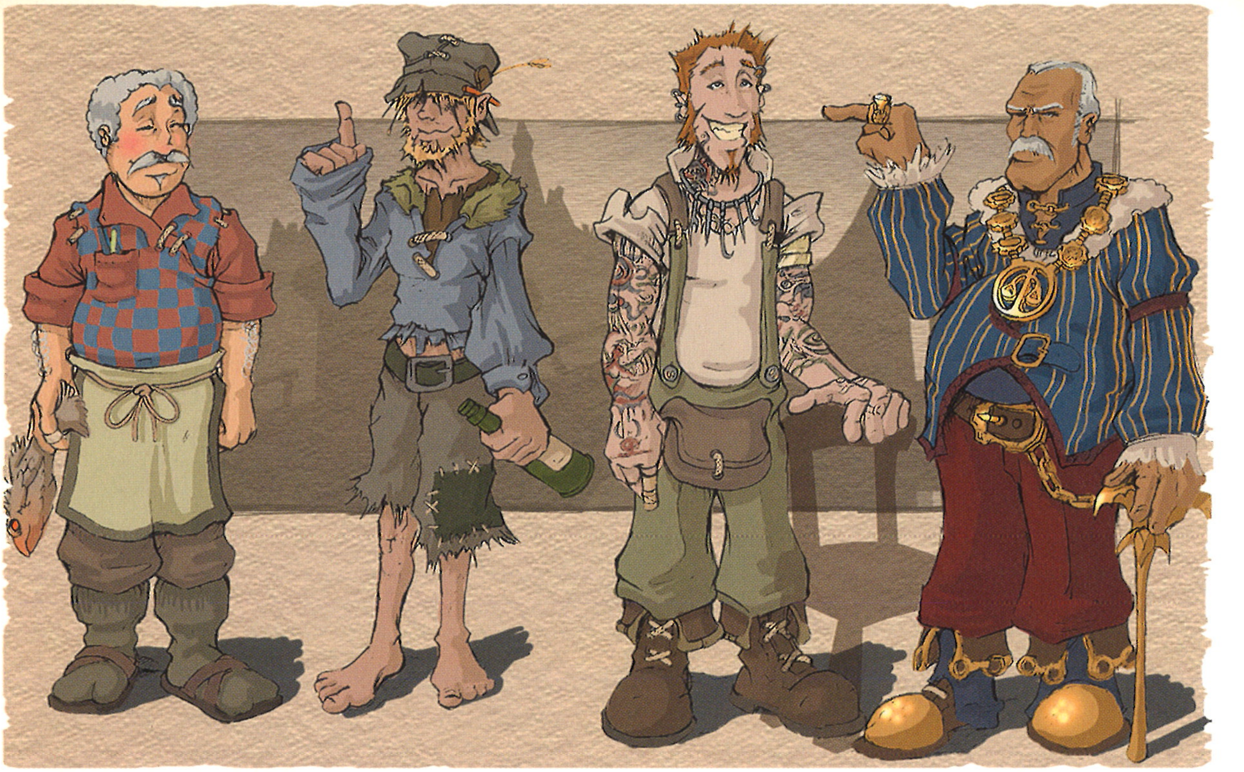


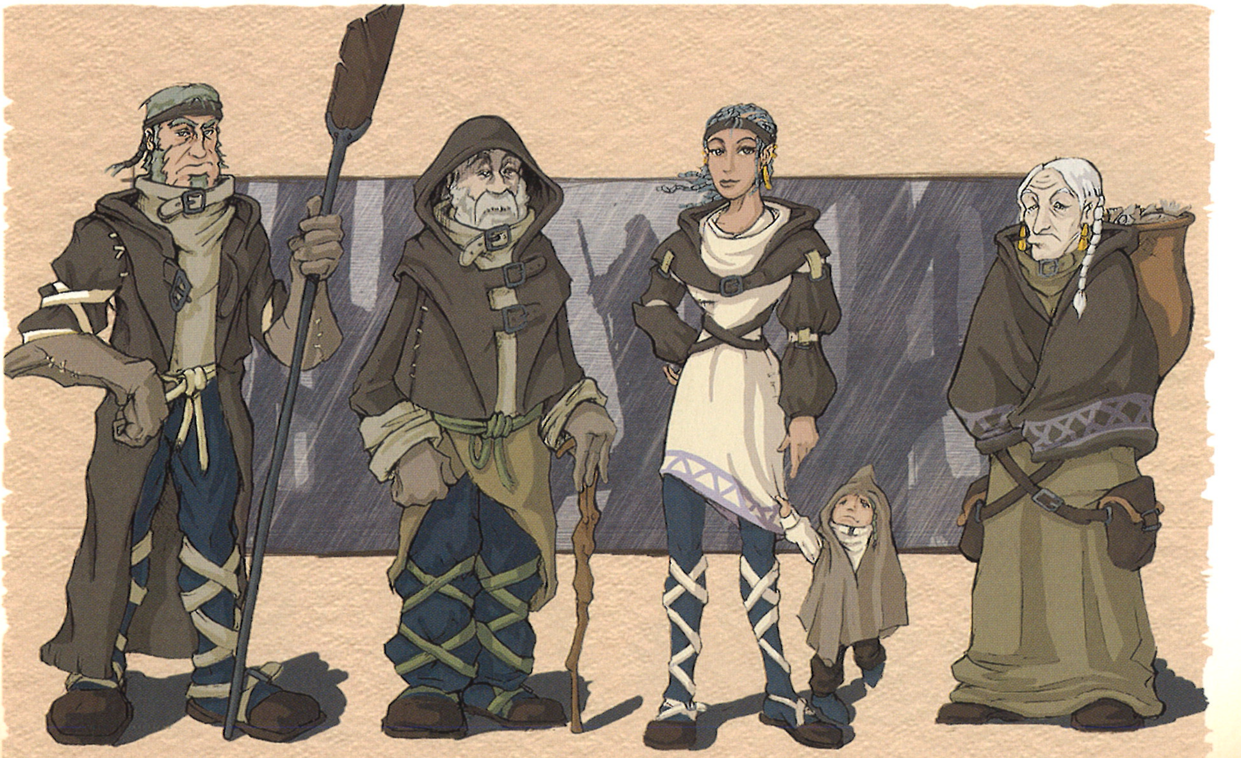


Villagers

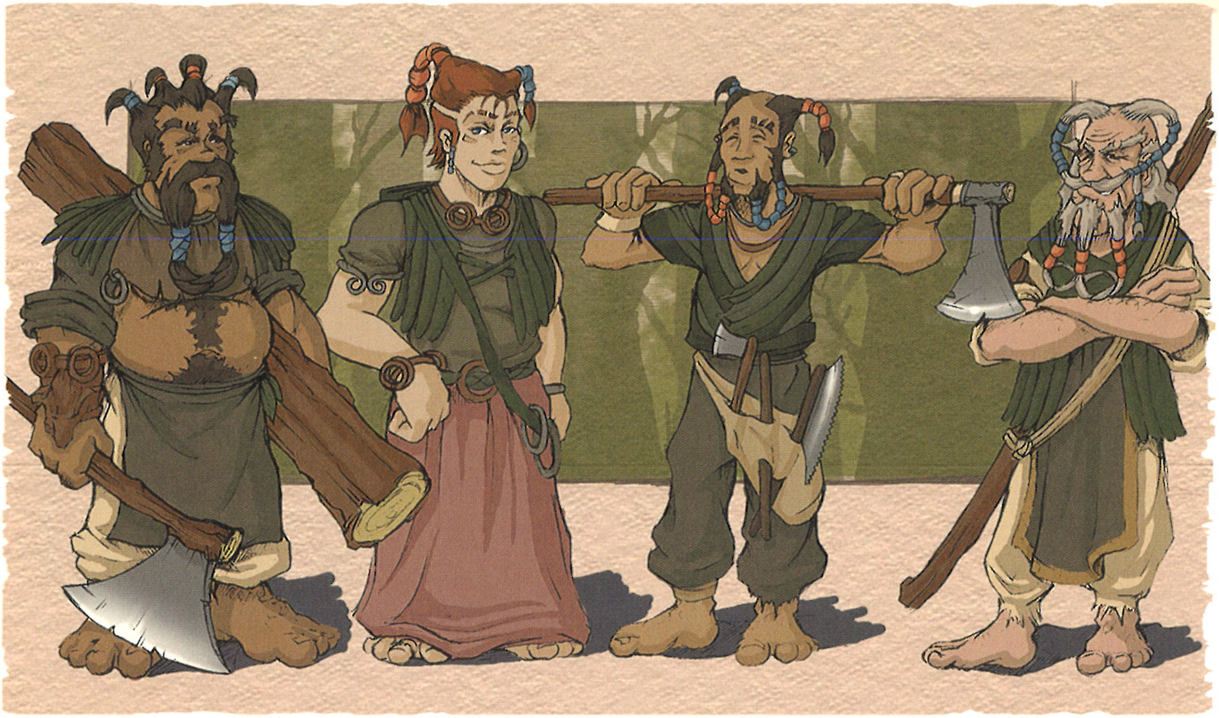


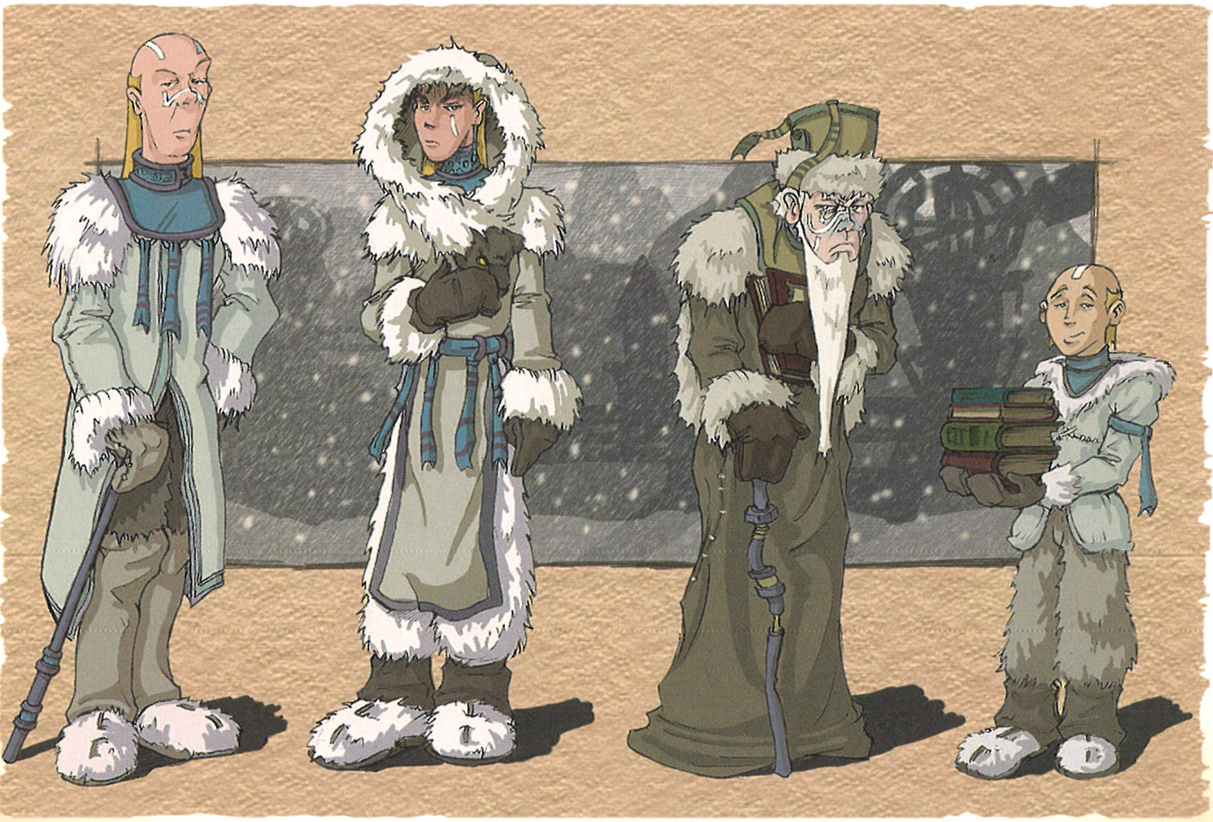






Villagers





COMBAT, EVOLVED

Project Ego was out in the wild and gathering an enthusiastic following by the day. Big Blue Box was humbled by the positive public response, but, as Simon Carter notes, the game's core conceit might have captured some imaginations a little too readily. "I remember being sent a fan letter along the lines of 'It's great that you're making a game where you can do anything you like! I want to stick the heads of my defeated enemies on spears, wear a cloak made from their flayed skin, and my moat will run red with their blood.' We decided to tone down the violence at that point."

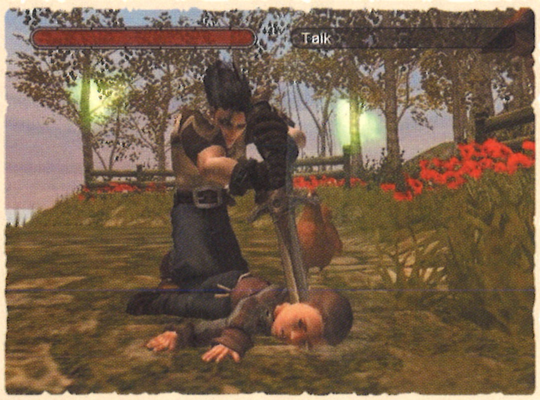
Violence, or at least the art of achieving it through combat, was still something of a nebulous concept at the time. The team had already established that its battle system would combine swash-buckling swordplay with more fantastical magical elements, but the two disparate parts simply wouldn't gel. Eventually, though, after much experimentation, there was light at the end of the tunnel. Dene Carter clearly recalls the moment that combat came together for the first time: "Matt Dixon, Joss Moore, John McCormack, and I all stood around one machine watching the Hero battle two huge Bandits. We had a weird camera at the time (we were playing with *Resident Evil*-style cameras), which zoomed in and out. It looked like someone's home movie of an illicit fight and it was awesome. I think we all breathed a sigh of relief at that point."

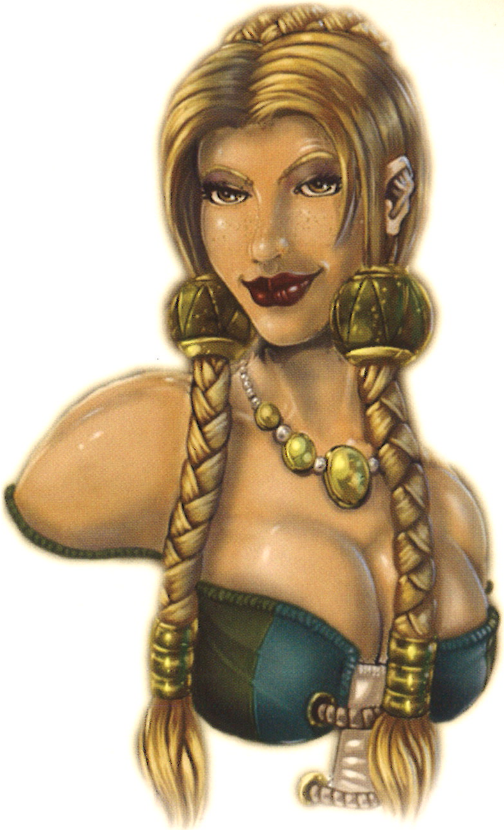
DID YOU KNOW?

"If you kill 1,019 Guards in a row in Oakvale, a White Balverine will appear with a Guard's voice!"

~ Ted Timmins

However, one minor wrinkle in Big Blue Box's combat plans occurred when, on a whim, one member of the team posed a jocular, in-game scene, took a screenshot, and passed it on to a friend. In turn, that "friend" sent the image to a gaming website and, suddenly, *Project Ego* had the makings of a controversy on its hands. You can probably guess why....





Lady Grey

Luckily, disaster was averted, thanks to some skilful PR—but not before the decision was made to prevent Heroes from killing children in the game, or even approach one with a sword drawn. If you've ever wondered why Bowerstone South's Guards are so insistent on you leaving your weapons at the gate—and why so few children seem to inhabit Albion elsewhere—now you know.

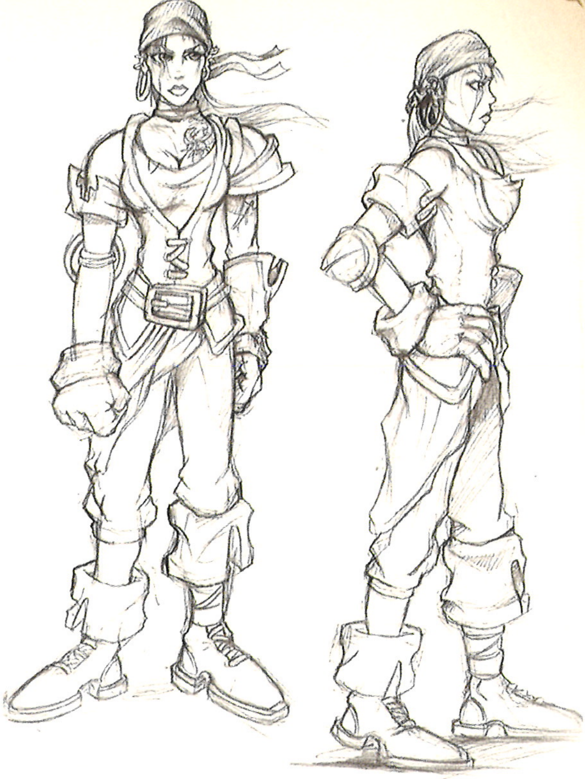
Though children were now safe, Albion's other denizens were far less secure, particularly once *Project Ego's* complex underlying systems began to interact in entirely unexpected ways. Alan Harding, combat AI programmer at the time, recalls that Albion's citizens would often take it upon themselves to deal with pesky interlopers in the absence of a Hero. On one memorable occasion, fellow combat AI programmer Dan Smith set up a small scene to test out the artificial intelligence of the game's behemoth Trolls. It was nothing remarkable; just your typical leafy hollow with a few villagers going about their business unawares.

However, once the Troll was introduced to the scene, absolute chaos ensued. Villagers, lacking their fear attribute, gathered en masse to pulverise the poor, defenceless beast with nothing but their bare hands. Some considerable time later, the Troll was dead and the victors—completely unscripted—turned to one another and shook hands. As Alan explains, "Having finished off the Troll, the AI simply chose a new behaviour for the villagers—which happened to be a greeting animation. It was a great example of the kind of emergent vignettes *Fable* was capable of creating."

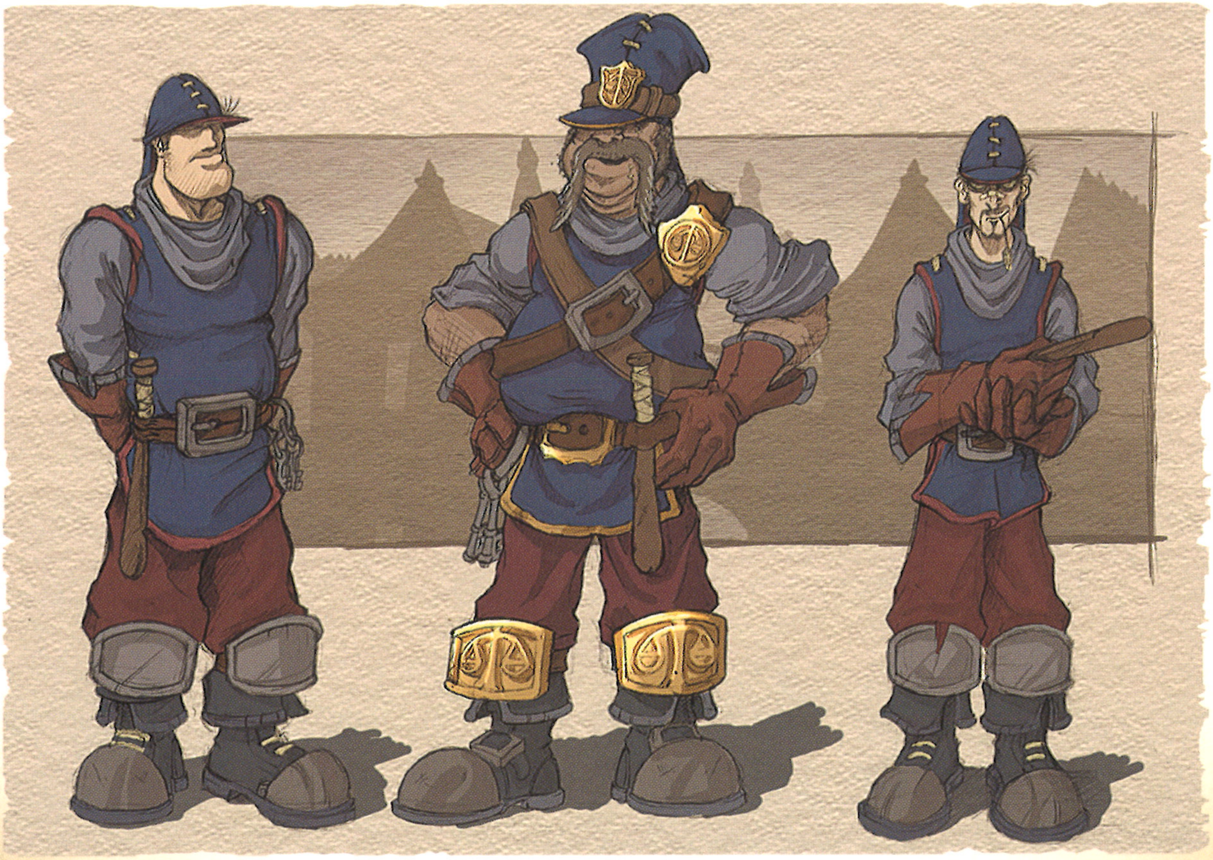
FABLE RISING

By E3 2002 then, *Project Ego* had an unforgettable world in the form of Albion, a uniquely ambitious choice-and-consequence set-up that influenced both how the player looked and how the denizens of Albion reacted in their presence, the beginnings of a story that took players from their youth to their old age, plus, of course, that finally functioning combat. Most importantly, though, E3 2002 was the last time *Project Ego* was known as such, with the game adopting its better-known *Fable* moniker shortly after.

Fable was still some way off from release, however and, with public and press excitement mounting, the hard work continued unabated back at Big Blue Box. Every inch of *Fable,* from combat to enemy AI was gently massaged into life, while the art team poured more and more love into the world. "We needed to create the hundreds of key and supporting characters, and fill every square inch of the acres of landscape with flowers, fences, ruins, and caves," explains Yarwood-Lovett, "That took a huge amount of time and energy. We created entire epic backstories to places that never made it into the final title. Long live the world tree!"



Bandits



Guards

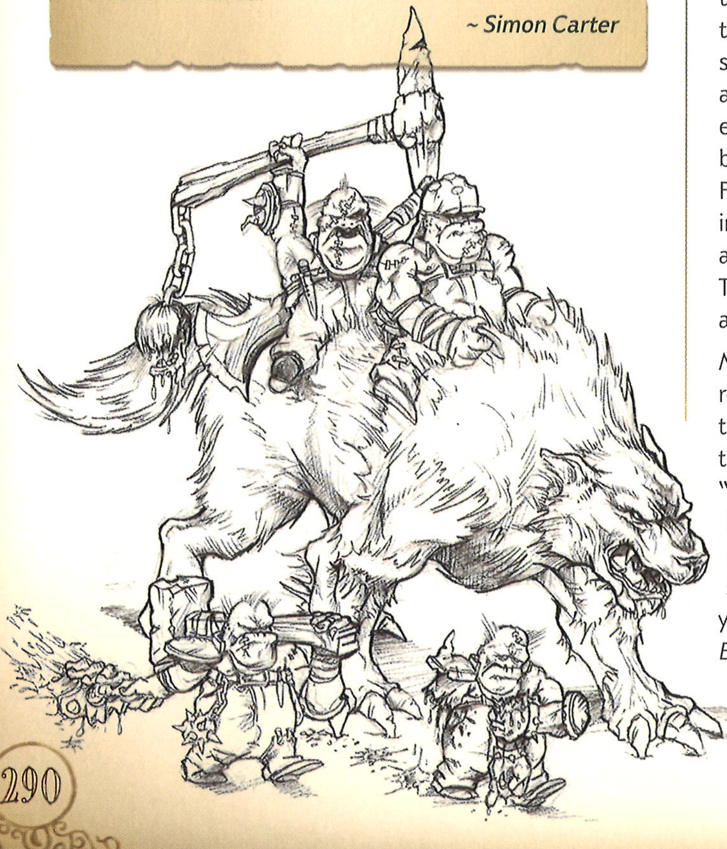
Elsewhere, work progressed on the game's script , although Big Blue Box's experimental, often chaotic, approach to development meant that *Fable's* story was in constant flux as characters, creatures, and even entire regions disappeared without warning. "I just assumed this was how games were done," laughs Mark Hill, one of two writers on *Fable*. "Every day, things changed completely; it was mad, risky, and also rather thrilling."

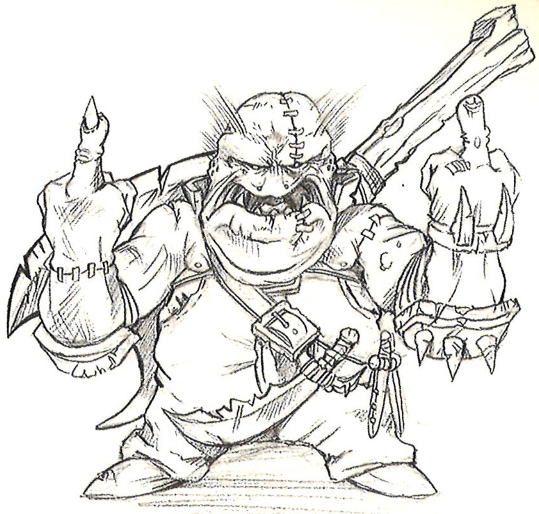
"James Leach and I," Hill continues, "had to lay all the story pieces in front of us like a jigsaw and try to form the final picture in our heads. Figuring out how to tie two plot points together once elements had altered and broken the story was a great learning experience, and seeing it all come together with some semblance of coherence was a relief. You go into these situations wanting to create a great, moving, original story. In the end, merely having something that works and contributes to the overall experience in a positive way is a triumph in itself!"

DID YOU KNOW?

"Fable didn't fit into the 64-mb memory limit of the original Xbox. No, really. We'd spent most of development using kits that had more than 64 mb and, in the closing months, we were struggling with running on a release kit. A very smart chap at Microsoft wrote an extension to our memory allocator that shunted out inactive memory chunks to the Xbox hard disk, essentially writing our own paging-virtual-memory system. Needless to say, our arses were saved."

~ Simon Carter





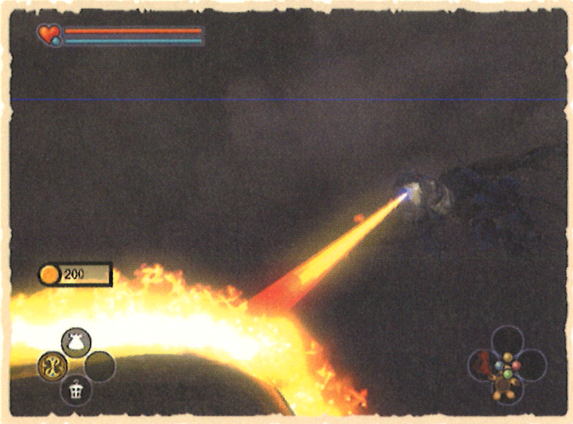
Hobbes

With so much still to do, and the game already long in development, it's no surprise that the team began crafting their own amusements to lighten the mood. As Mike West recalls, several members liked to pass the time with a rousing game of "Hat, Moustache, Headband." Essentially, whenever the *Fable* engine was asked to spit out another randomly generated Trader, bets were placed on whether the computer would give it a hat, moustache, or headband. Sometimes, it's the small things that keep you sane.

Despite the heavy work load, Big Blue Box still refused to skimp on ambition; though, inevitably, some of the studio's grander ideas fell by the wayside. *Fable's* seamless open world, for instance, quickly became a design nightmare as the game's complexity grew; eventually, Albion was hacked into discrete regions to better suit the limitations of the original Xbox hardware. For a long time, too, Trolls roamed freely across Albion instead of being rooted to the spot. "They looked amazing, notes *Fable Anniversary's* lead designer Ted Timmins, "but, ultimately, we had to make them static as they broke too many things by stomping around."

Meanwhile, other ideas were dropped, not for technical reasons, but because, astonishingly, they were deemed too outlandish even for *Fable*. Dene Carter points to the legendary "Demon Foot" boss as a classic example. "It was a boss battle in a huge, foggy wilderness; you knew something big was hunting you, but you could never actually see it—not until a massive, 50-foot hoof stomped down into the environment, trying to squash you flat. It was kind of like *Monty Python* meets *The Exorcist*. Sadly, our big, hoofy friend never made it in."

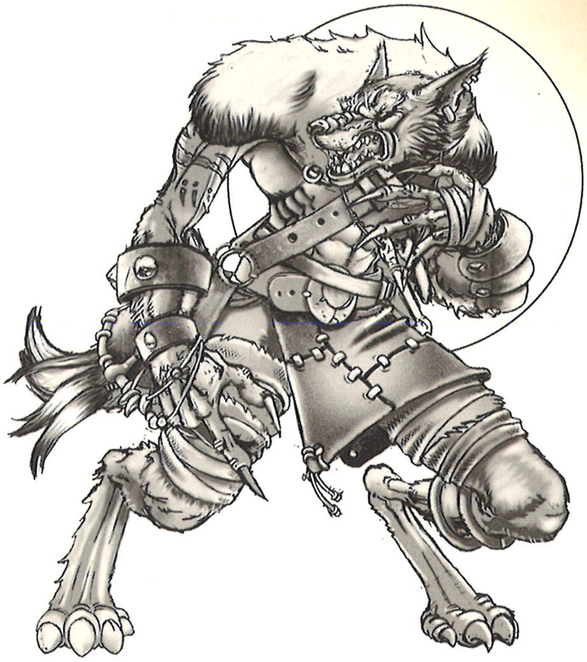
One other beloved creation that failed to make the final cut was "Trogdor," the decidedly unfriendly dragon. Not to be confused with Jack of Blades' final form in *Fable: The Lost Chapters*, this scaly behemoth patrolled the skies of Albion, reining its fiery vengeance on anyone foolish enough to stand in its shadow. As Alan Harding fondly recalls, "Unfortunately, the dragon was cut as we didn't have time left to make it fun to fight. But, man, it looked awesome, strafing the Hero from above while burning through the countryside!"



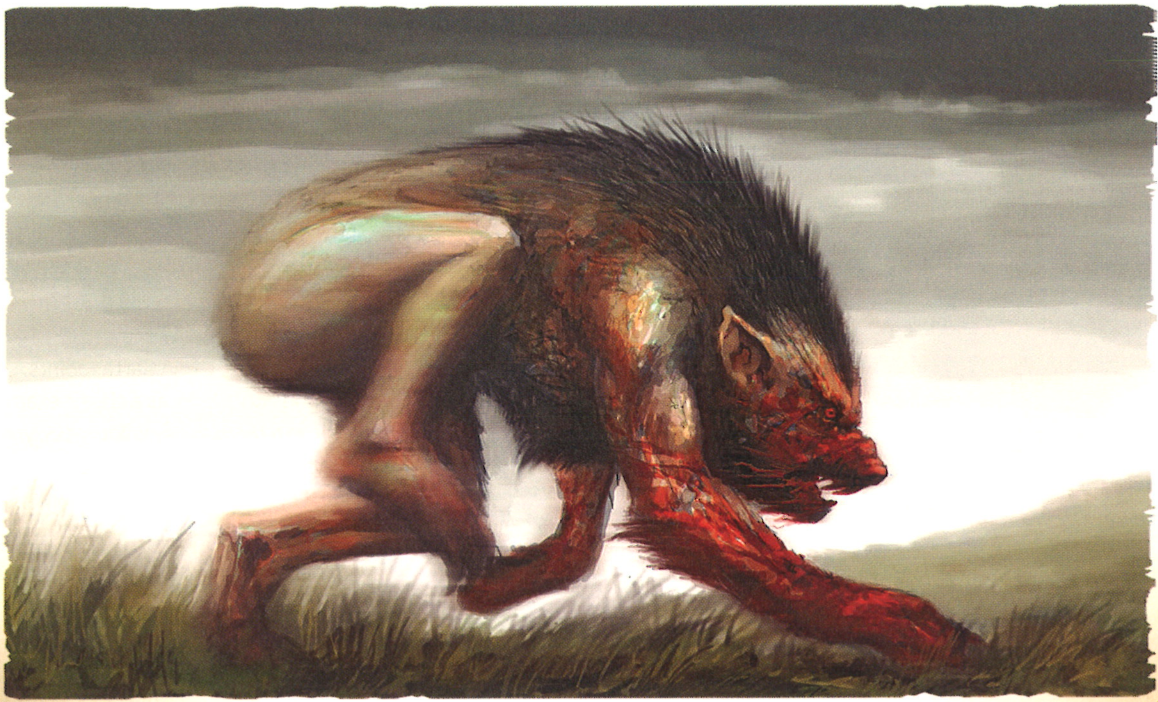
DID YOU KNOW?

"*Fable Anniversary's* map is full of secrets for the keen-eyed adventurer. Keep a watchful eye out as you travel the world and you might even spot the mythical Sandgoose!"

~ *Jenny Peers*



One particularly ambitious feature—*Fable*'s co-op, multiplayer mode—even progressed far enough to enjoy its own public reveal at E3 2003. Here, two players would be able to fight side by side, one as the Hero and another as their sidekick. It was even planned that players could import their Heroes from their own game. However, by E3 2004, multiplayer had proven far too complex to be implemented to Big Blue Box's high standards and was regrettably dropped—although a very similar set-up eventually found its way to *Fable*'s Xbox 360 sequel several years later.

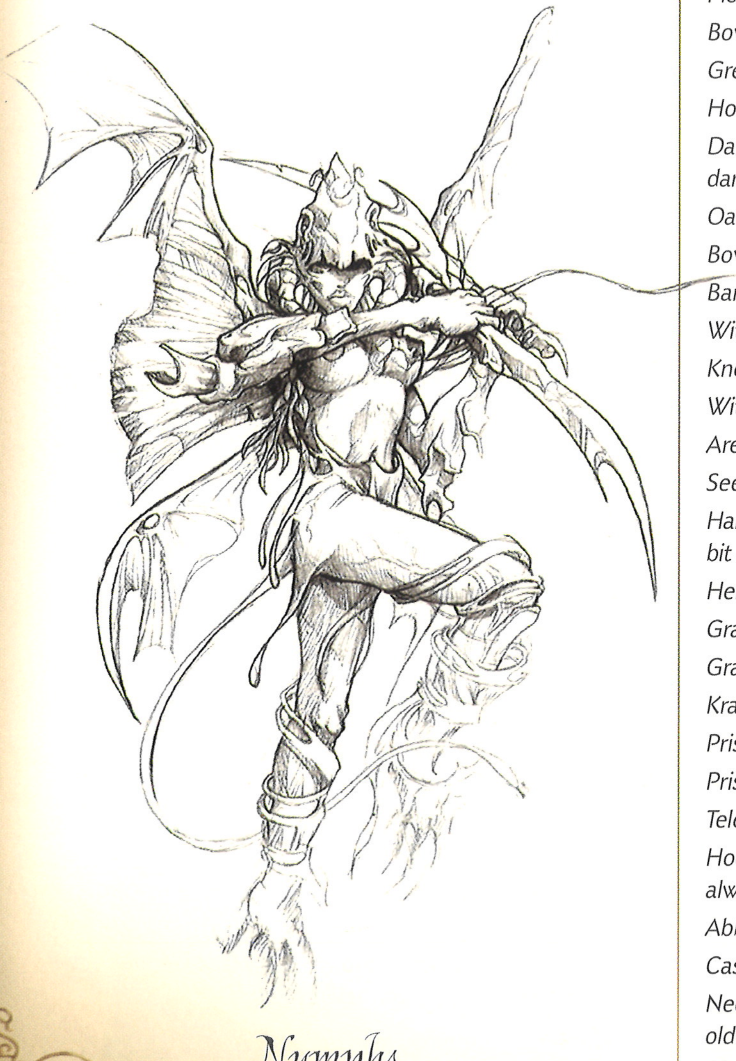


Balverines

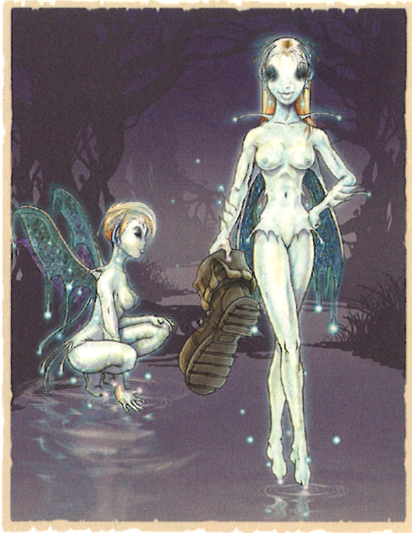
THE SOUND OF ALBION

As E3 2004 arrived, the game was almost feature-complete. Not only were the core systems ready to go, composer Russell Shaw's unforgettable score was in place. Sound, of course, plays an important role in creating the right atmosphere for any game, but *Fable*'s audio work is something truly special—and, unsurprisingly, had a long, eventful history all of its own.

As Shaw explains, "To us, Albion was a living, breathing world and *Fable*'s audio had to represent that. The ambiences in the game had to be rich and believable, speech from the AI characters had to be spontaneous and interactive, and the creatures and weapons had to be original and inventive." To this end, the now legendary "Russ's Big Audio Dynamite" bible was born, a vast wish list of everything the team wanted to achieve with the game's music, sound effects, and dialogue. Here's just a tiny snippet, outlining the intended ambience for Albion's many regions:



Nymphs



Guild—Hogwarts, quirky, maybe chamber music.
Lookout Point – Bright, breezy, birds, safe.
Picnic Area – as above.
Bowerstone Slums – Dirty, Old London, seedy, not safe.
Greatwood – Foresty, dangerous but not too dark.
Hobbe Cave—Damp, dark, drips, cold.
Darkwood – More sinister than Greatwood, dark, dangerous.
Oakvale – Pleasant Cornwall fishing village, birthplace, home, safe.
Bowerstone N. – Regal, posh, gravel drives, trees, safe.
Bandit Camp – not decided.
Witchwood W. – Sleepy Hollow, dark, creepy, fog, unsafe.
Knothole Glade – Safe, celtic village.
Witchwood E. – see Witchwood W.
Arena – Gladiatorial, fanfares.
See Bowerstone N.
Hanging Tree Path – Cliff-top, wind, surf, seagulls, bit creepy, unsafe.
Hero Dual Area – not decided.
Graveyard – Creepy, suspense, ghostly.
Graveyard Passage – leading from graveyard.
Kraken Chamber – Creepy, suspense.
Prison Side Room – Not so creepy.
Prison – Stone edifice, imposing (could change).
Teleport – not decided.
Hook Coast – HP Lovecraft, stormy village, always raining, sinister.
Abbey – same as Hook Coast.
Castle – Same as Hook Coast.
Necropolis – Underground/Overground (not wombling free), old ruins, alien, strange.
Mountain Pass – Very high, vertigo, almost in clouds.
Final Chamber – Enormous, big, echoey, marble.

One of *Fable*'s most unforgettable facets, of course, is its gorgeous orchestral score. Originally, however, it was planned to span numerous musical genres and styles, with "Russ's Big Audio Dynamite" citing the likes of synthesised, ethnic, folk, acoustic, and vocal tracks to enrich Albion's world. According to Shaw, "Dene Carter had very specific tastes with regard to audio direction. Very early on, we made a kind of montage video which outlined the ethos and ambition of the game, piecing together different clips from our favourite movies. Between us, we eventually decided on a 'Nine Inch Nails' approach to the soundtrack."

DID YOU KNOW?

"Early on in development we entertained the notion of having interactive music cues which reacted to the action on-screen. We later dismissed the idea, but you can still see the remnants of our prototyping during the Picnic Area boss battle. Every time the Wasp Queen strikes, there is an off-key brass sting (no pun intended) which is timed to the attack itself."

~ *Russell Shaw*

However, Shaw's plans were to change when Danny Elfman *(Beetlejuice, Edward Scissorhands, Sleepy Hollow)* agreed to compose *Fable*'s main theme. "The musical direction for the whole game changed dramatically as a result," recalls Shaw, "Elfman's theme and the rest of the music would have been completely at odds, so we adjusted our ambitions and composed the score in an Elfman-esque style, using a real orchestra. Finally, the true musical direction of *Fable* as a kind of adult fairytale was born!"

It was to be the first time Shaw had recorded with a live orchestra, "Back then, it was a new thing in gaming and the experience was very much a baptism of fire. To work with the Philharmonia – one of the best orchestras in the world—on one's first orchestral outing is almost too much to take in, but the recordings are up there with some of the best moments of my career."

As work on *Fable*'s music reached completion, so did the game's sizeable script—meaning that it, too, was ready to be brought to life in the recording studio. "We had to sit down and audition hundreds of voice-tape demos to pick the actors," notes Shaw. "Lionhead's *Black and White* had a pretty impressive cast a couple of years before, but I recall thinking that we had moved into a completely different league with *Fable.*"

As writer Mark Hill remembers it, finding the right voice for the game's impressive cast of characters wasn't always easy. "Being a strange, demonic entity, Jack of Blades was particularly hard to pin down. His first, unreleased voice was so camp it made us laugh and wince at the same time; he sounded like an evil puppet who'd just been punched in the testicles. We re-recorded with the actor heard in the final game, and, while a big improvement, the slimy archness was both unsubtle and a bit too pantomime-like. For *Fable: The Lost Chapters,* we added a demonic effect that better illustrated Jack's inhuman nature, although many fans still prefer the untreated version."

Trolls

Eventually, though, vocal recordings were complete and *Fable*'s innumerable lines of dialogue were ready to be moved in to the game. It was a defining moment for Dene Carter, in particular, "Before this, we'd had little lines of dialogue displaying above characters' heads, and then very crude, auto-generated voices. The first time I heard actors mocking my dress sense, and small children asking impertinent questions, I knew we had created a world, not just a game."

DID YOU KNOW?

"The guy that did the voice of Maze is now the guy that does the voiceover introducing the acts on the *X-Factor*! Also, if you listen closely during the Twinblade battle you'll hear Michael the Geordie from *I'm Alan Partridge* shouting abuse at you."

~ James Vale

Minions

Wasp Queen

THE BEGINNING OF THE END

With *Fable's* September 2004 release date set in stone (a mere six years after development began!), Big Blue Box's final crunch began in earnest. Chris Berry, a tester for Lionhead at the time, remembers, "Crunching for the very final push is something that will stick with me for the rest of my life, for better or worse. We were a small in-house test team who worked around the clock to keep on top of every change that was going in and hunting for deeper issues. In the final month, we peaked at 130 hours work each in one week—something that was only possible because the people around us were fantastic, and just as delirious."

Charlton Edwards, then assistant lead tester, recalls the time equally well, with *Fable's* insanely ambitious nature leading to all manner of unexpected, last-minute issues—including one particularly outlandish bug that rotated the entire Heroes' Guild 90 degrees if a player attempted to use the Force Push spell next to the Map Table.

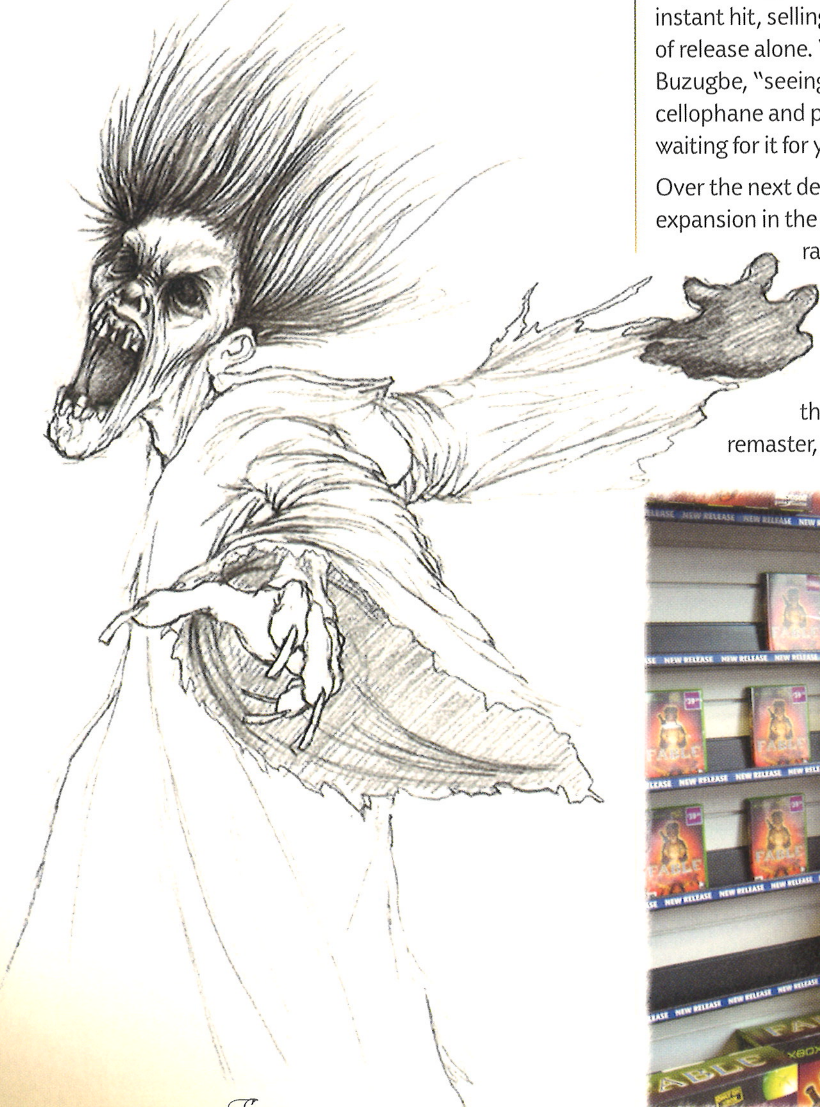
Chris Berry remembers finding another obscure bug in the early hours of the morning, shortly before the game went gold. "Unfortunately, the person we needed to fix it had been out late into the night celebrating his birthday. We woke him up from his drunken slumber and brought him into the office to look at the problem. After several hours, Microsoft (who knew nothing of the fixer's diminished condition) made the call that it wasn't worth taking a fix for the problem. So we sent him back home, horrifically sleep-deprived, with nothing to show for it."

Eventually, though, *Fable* reached gold status on August 24, 2004. Needless to say, it was a memorable moment for the entire team after such a lengthy development. "It was a lovely, sunny day and everyone was just in the best mood ever," recollects Adam Sibbick, "We headed off to the pub knowing we'd given it our all, and that we'd created something unique."

For Simon Carter, the moment was even more profound, "It took Big Blue Box nearly six years to ship its first (and only) game. It was an incredibly stressful experience, with people working 60- to 80-hour weeks for much of the time. The game had stretched the finances of Big Blue Box and Lionhead to breaking point, and it seemed the thing would never end. I was at my desk when I got the call saying the game had gone gold and *Fable* was being sent to manufacturing. I got up, headed for the stairs to go home, and by the time I was halfway down I was weeping like an infant."

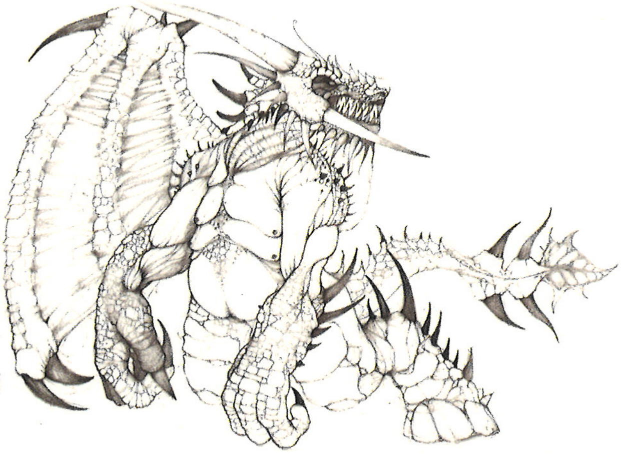
Despite its protracted development (and lack of growable acorns), *Fable* launched to huge critical acclaim—its thoroughly unique blend of distinctly British fantasy and empowering choice-and-consequence design proving an instant hit, selling over a million copies in its first few days of release alone. "It's a wondrous sight," reflects Damian Buzugbe, "seeing all your hard work nicely wrapped in cellophane and picked up off a shelf by someone who's been waiting for it for years."

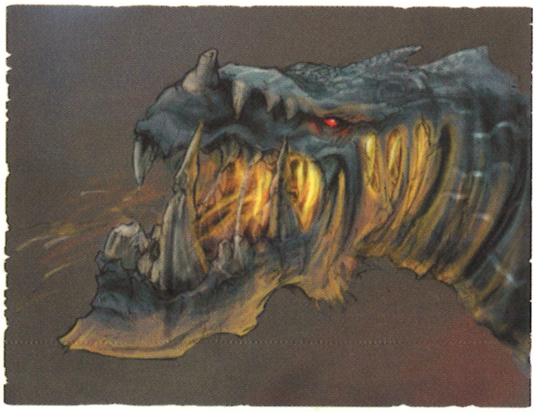
Over the next decade, *Fable* would go on to spawn a brilliant expansion in the form of *Fable: The Lost Chapters* (incorporating many ideas cut from the original game), two sequels, spin-offs *Fable Heroes* and *Fable: The Journey,* plus a new multiplayer take on the franchise in the upcoming *Fable: Legends.* And then, of course, there's the small matter of its high-definition remaster, *Fable Anniversary.*

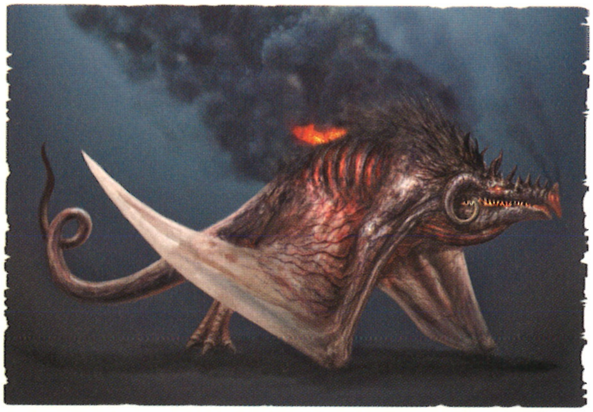


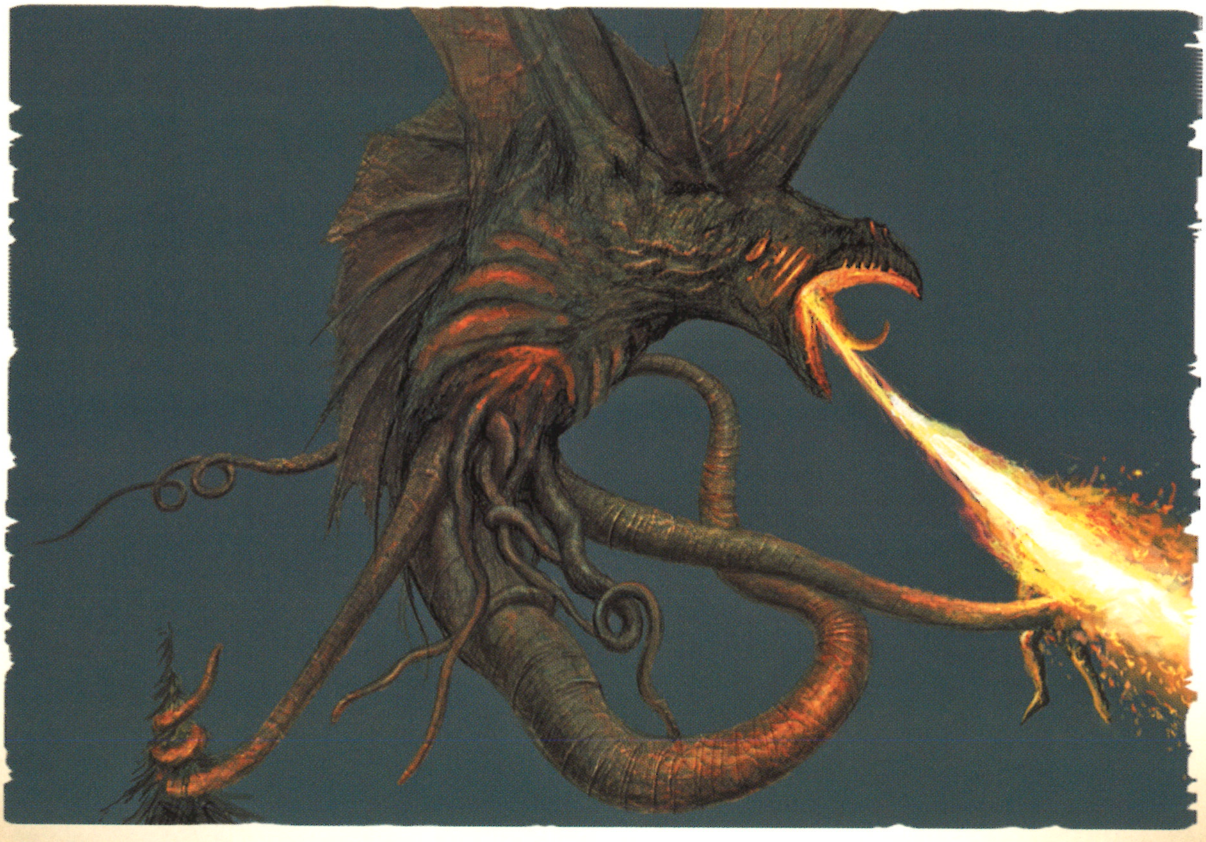
Screamer

NEW RELEASE
FABLE
FOR EVERY CHOICE, A CONSEQUENCE
XBOX

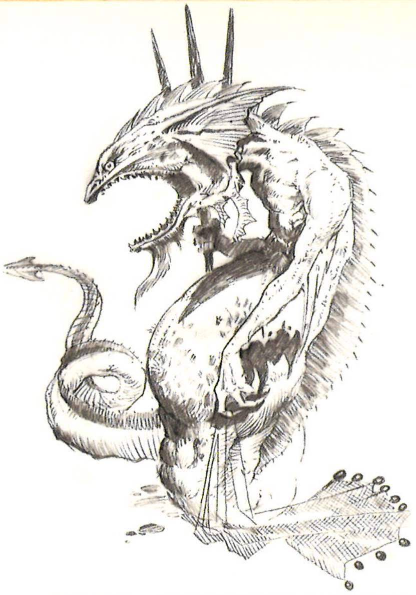


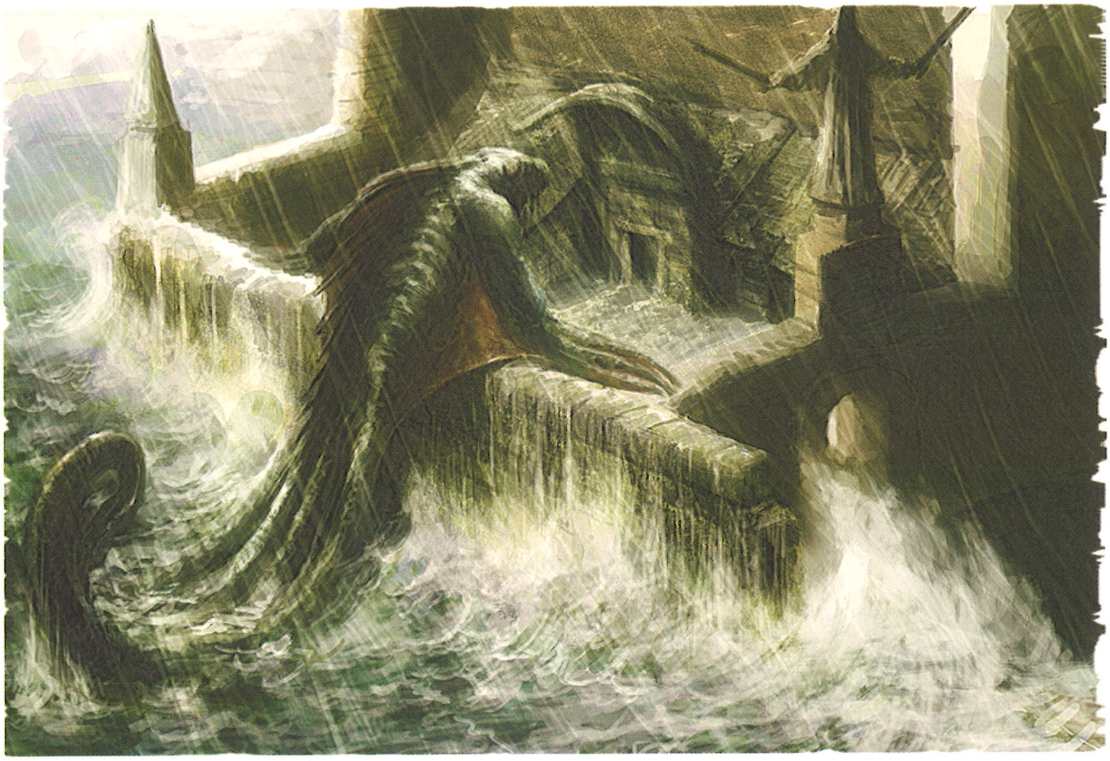


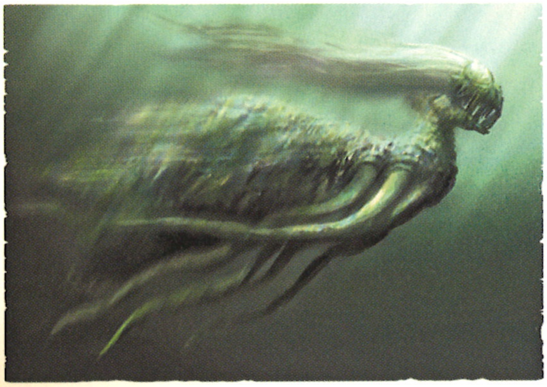


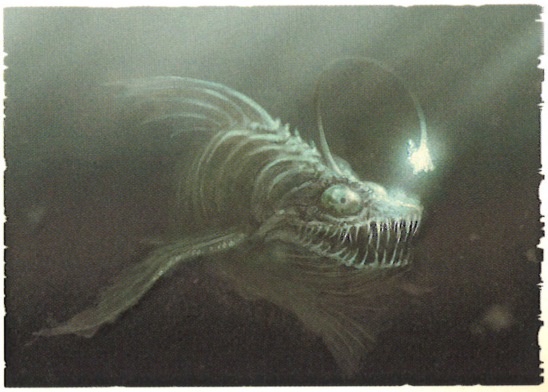


Dragon









Kraken

A CLASSIC REBORN

As Ted Timmins explains, the team's ultimate goal with *Fable Anniversary* was to modernise Lionhead's ten-year-old classic without compromising the essence of the original. "Our ambition was that players would actually have the feeling of, 'This is just how I remember it!' Nostalgia can be both a gift and a curse, though; a game you played 10 years ago matures in your mind like a fine wine, but if you go back, the reality can be very different."

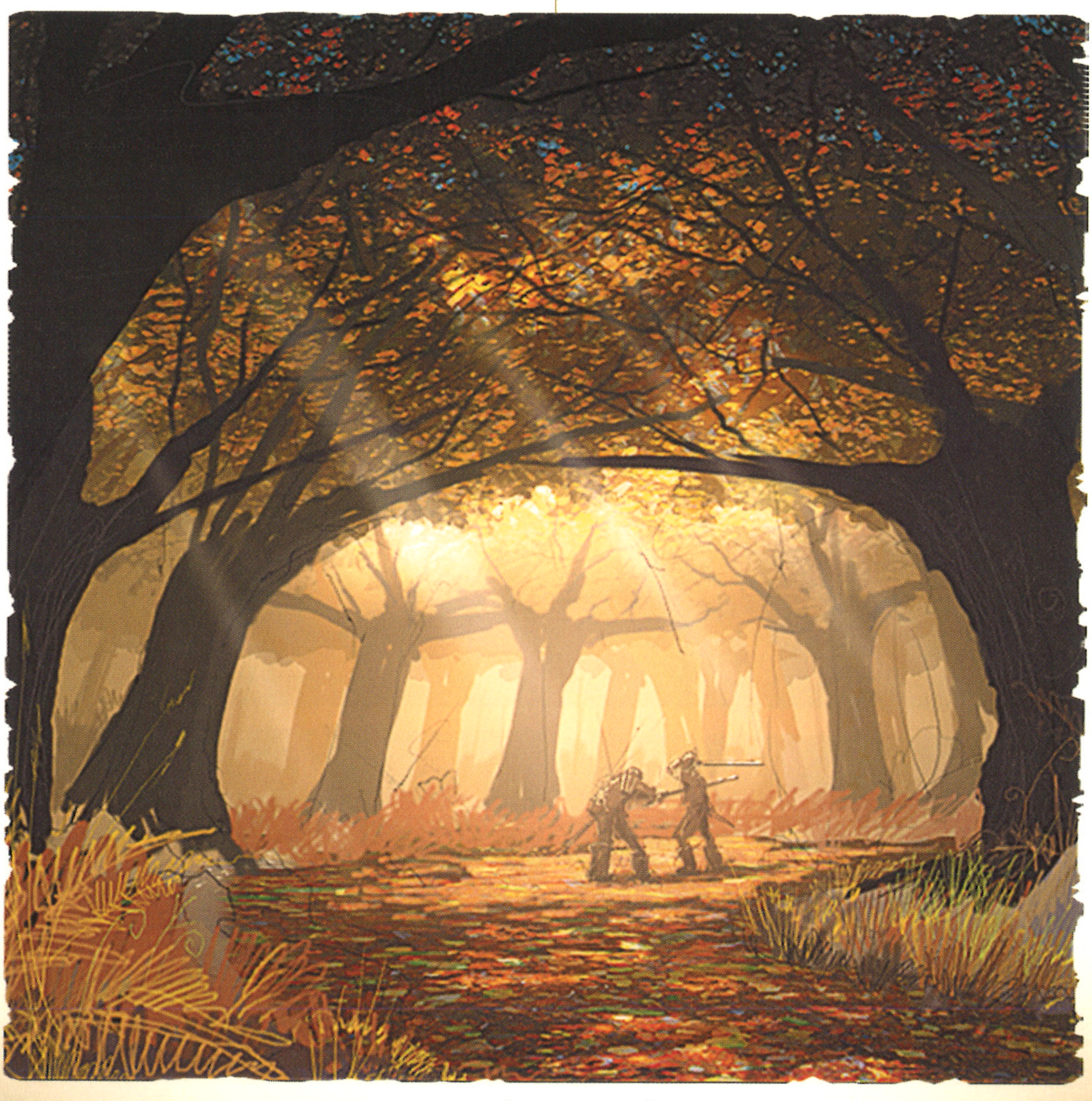
Alexia Christofi, production intern on *Fable Anniversary*, agrees, "People always have this nostalgic idea of games that they played years ago being absolutely stunning, but, going back, you realise your memory of them is pretty distorted—often older games don't look half as good as you thought they did. *Fable Anniversary* helps the player keep that nostalgic feel and brings it forward to the present day—where the possibilities are endless when it comes to how beautiful games can be."

DID YOU KNOW?

"The Xbox 360 is powerful enough to run the whole *Fable* game on one CPU, the *Unreal Engine* on another, and still have one CPU left over for things like audio!"

~ *Ian Shaw*

Indeed, despite the supreme talents of Big Blue Box's art team, many original assets suffered due to the limitations of the original Xbox hardware. "The reality is that even

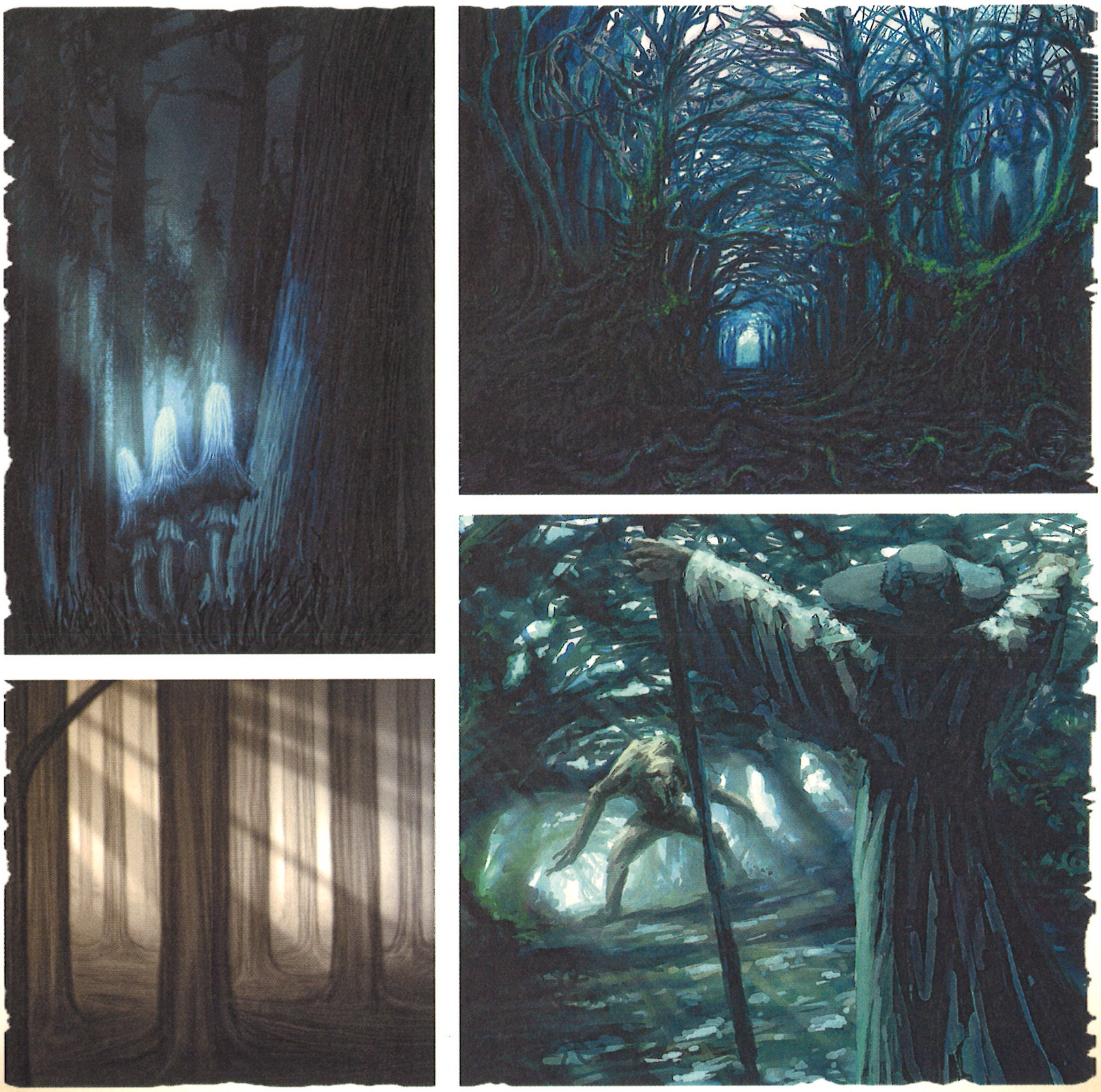


Greatwood

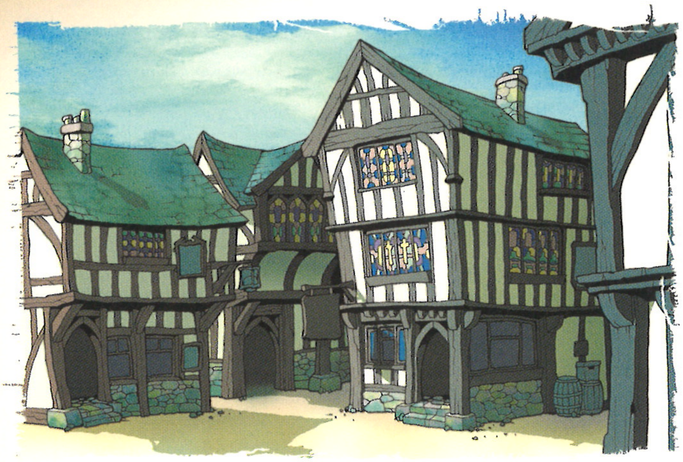
state-of-the-art graphics from back then look a bit grainy, dithered, and polygonal around the edges," notes Ian Shaw, technical director on *Fable Anniversary.*

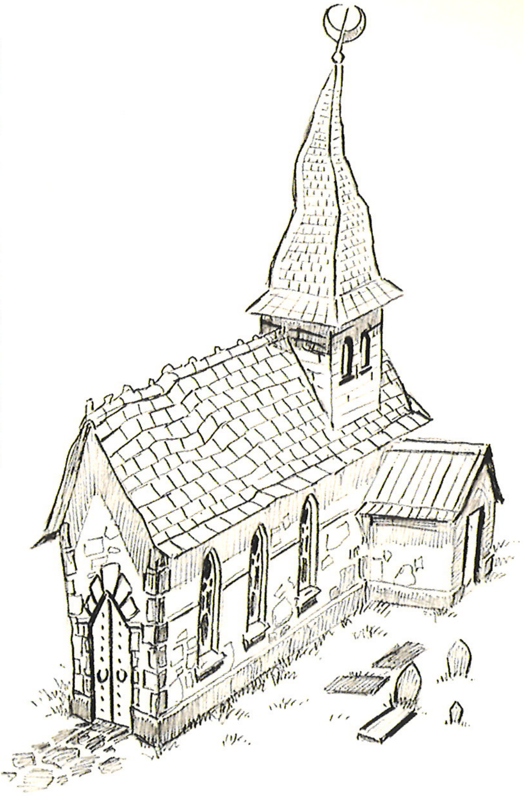
It's not just *Fable's* visuals that have enjoyed a makeover in *Anniversary,* though. As Russell Shaw explains, the original Xbox's limited disc space forced some drastic audio compromises, "We had to heavily compress the speech and sound effects, with Simon Carter hastily writing a program which stripped out all unnecessary data from the sound banks." With *Fable Anniversary,* however, comes the opportunity to restore the original game's audio in all its glory. "Sonically, all the niggles I had about the original have been ironed out. We're now using the original assets without compression (or lossless compression at least), and the music has been remixed and remastered in surround. It really does retain the feel of the original game but now feels incredibly contemporary, too."

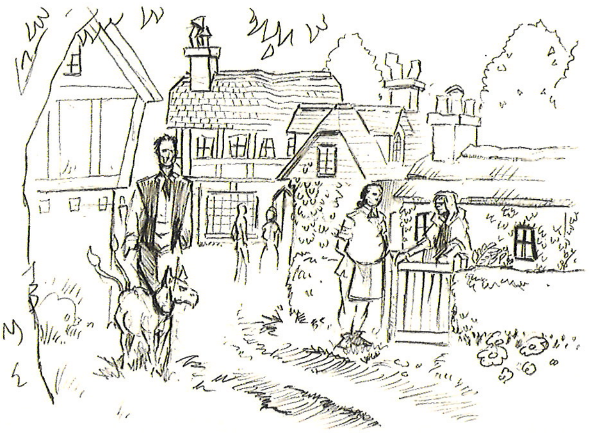
Alongside *Fable Anniversary's* impressive audio-visual overhaul, the remaster also seeks to address some of the original game's more troublesome aspects—its awkward save system being a prime example. As Dene Carter puts it, "Saving in *Fable* was a horrific compromise that none of us were happy with; somehow, we'd ended up with a quest and game system so complex, it was impossible to save everything without the possibility of utterly breaking the game upon reload." Long-time *Fable* fans should immediately notice *Anniversary's* save game improvements, with a modernised checkpoint set-up now making adventuring in Albion just that little bit easier.

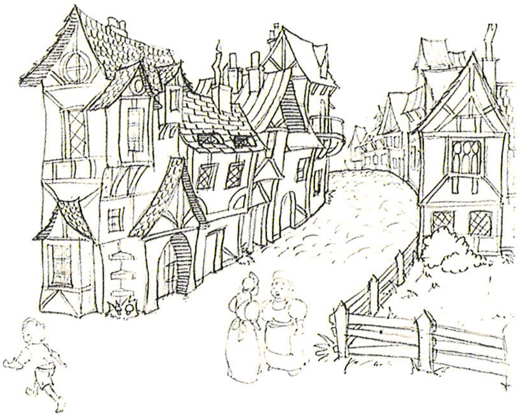


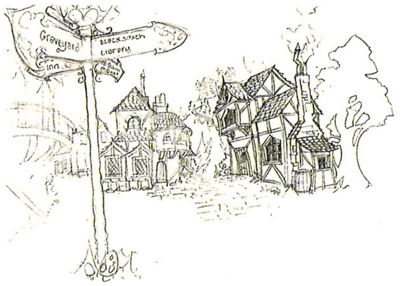
Darkwood

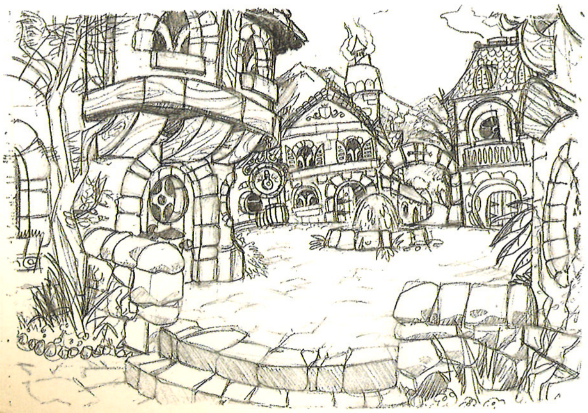


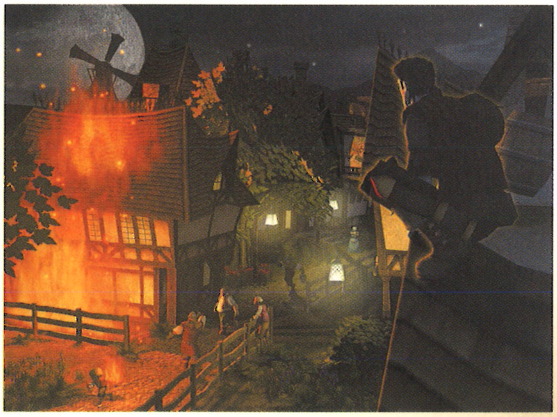




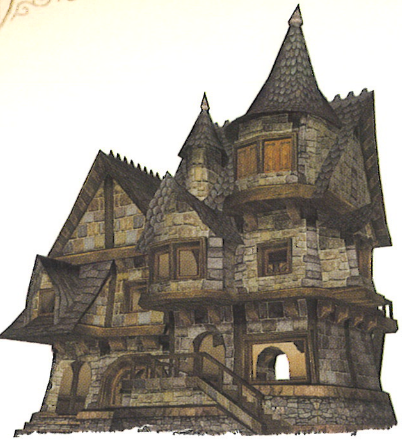


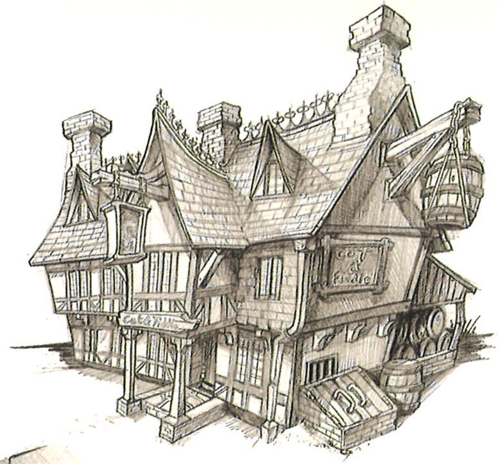

Graveyard
Blacksmith
Library
Inn

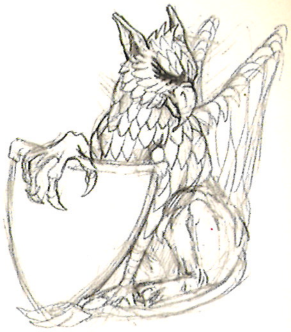


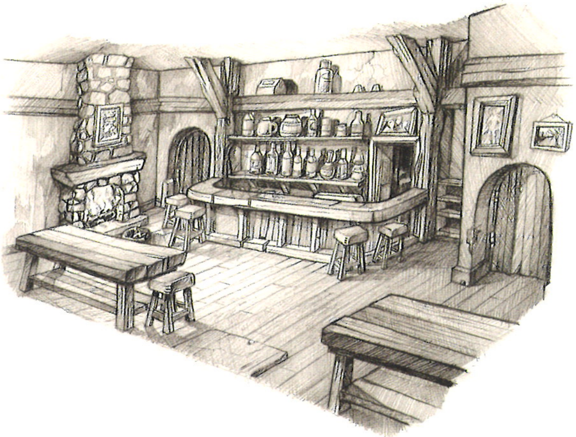


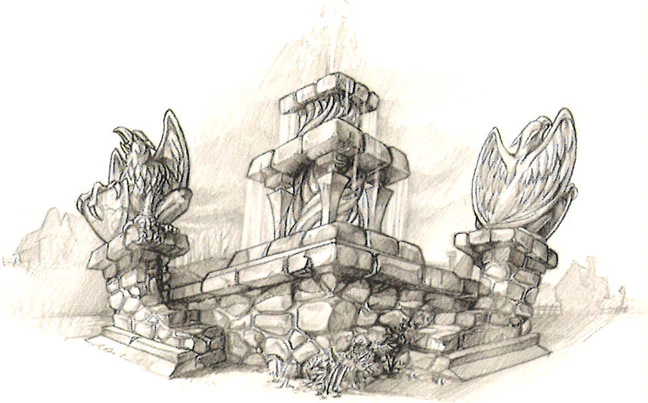
Bowerstone

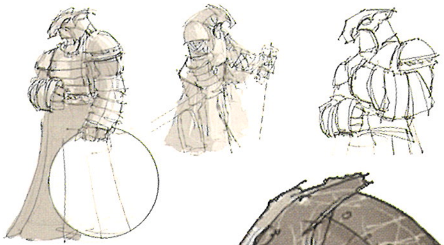


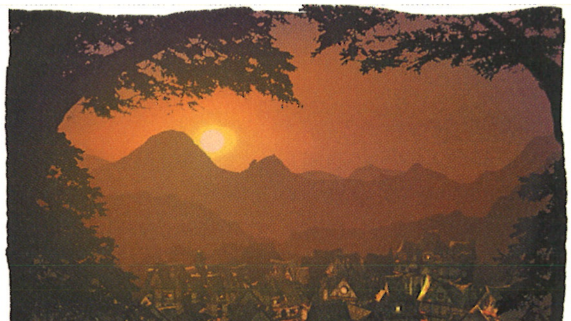

Cock & Bull

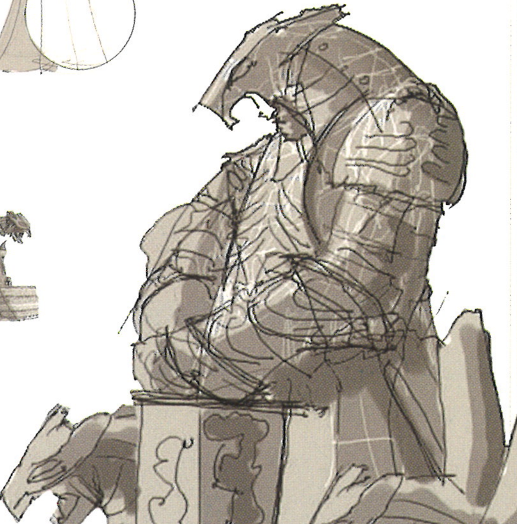






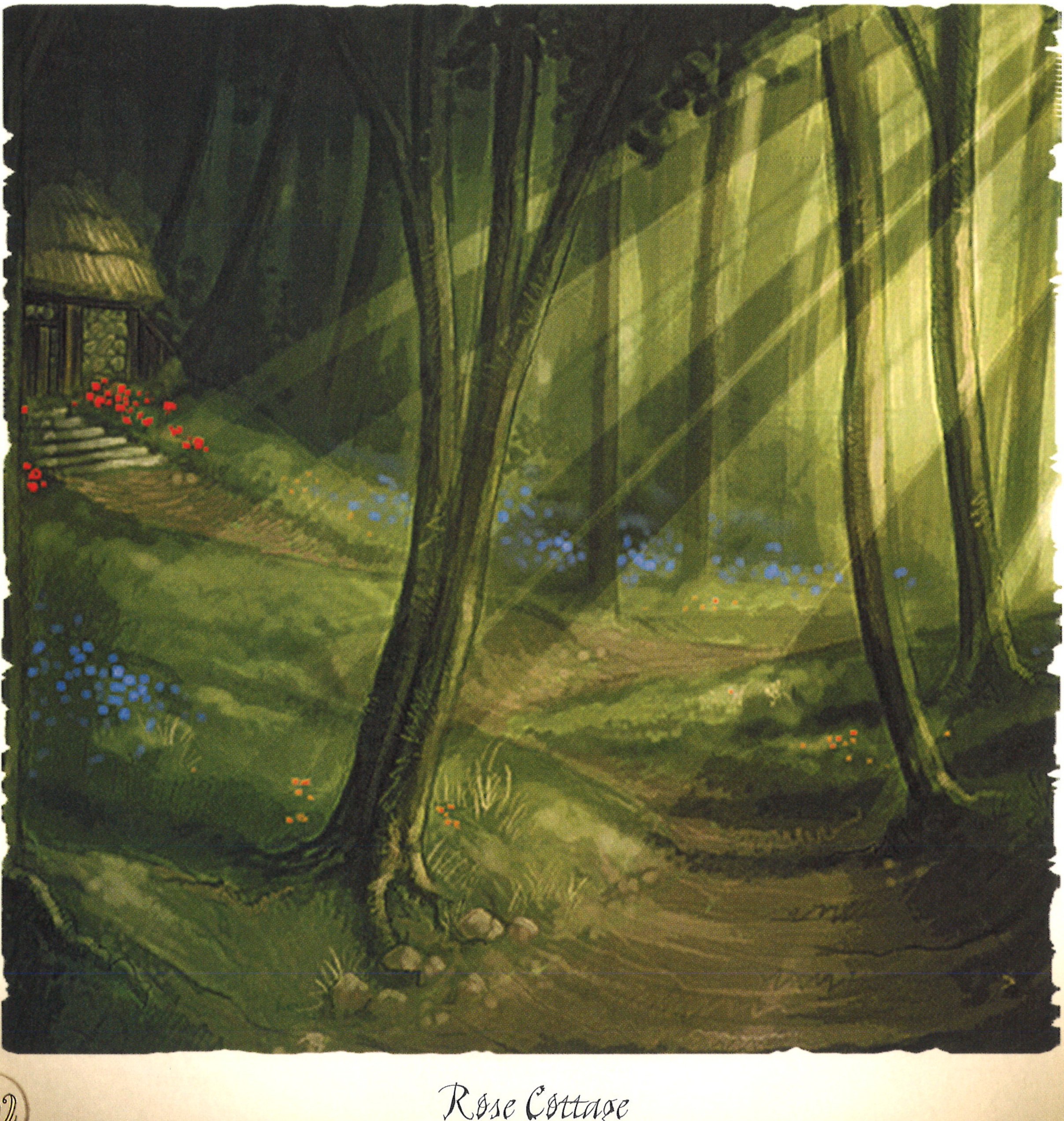






There are more plenty more under-the-hood, nip-and-tucks to be found in *Anniversary,* too. *Fable's* original, labyrinthine menu system, for instance, has enjoyed a substantial overhaul. "The original had many layers and levels which resulted in lots of going back and forth," explains Jenny Peers, *Fable Anniversary's* 2D artist, "We focused on figuring out how regular tasks could be simplified, using the Xbox controller's triggers to quickly flick between pages."

Similar streamlining can be found elsewhere; weapons and clothing can now be equipped when an item is first collected, for instance, while *Anniversary's Fable 2*-inspired control set-up delivers altogether more robust action.



Rose Cottage

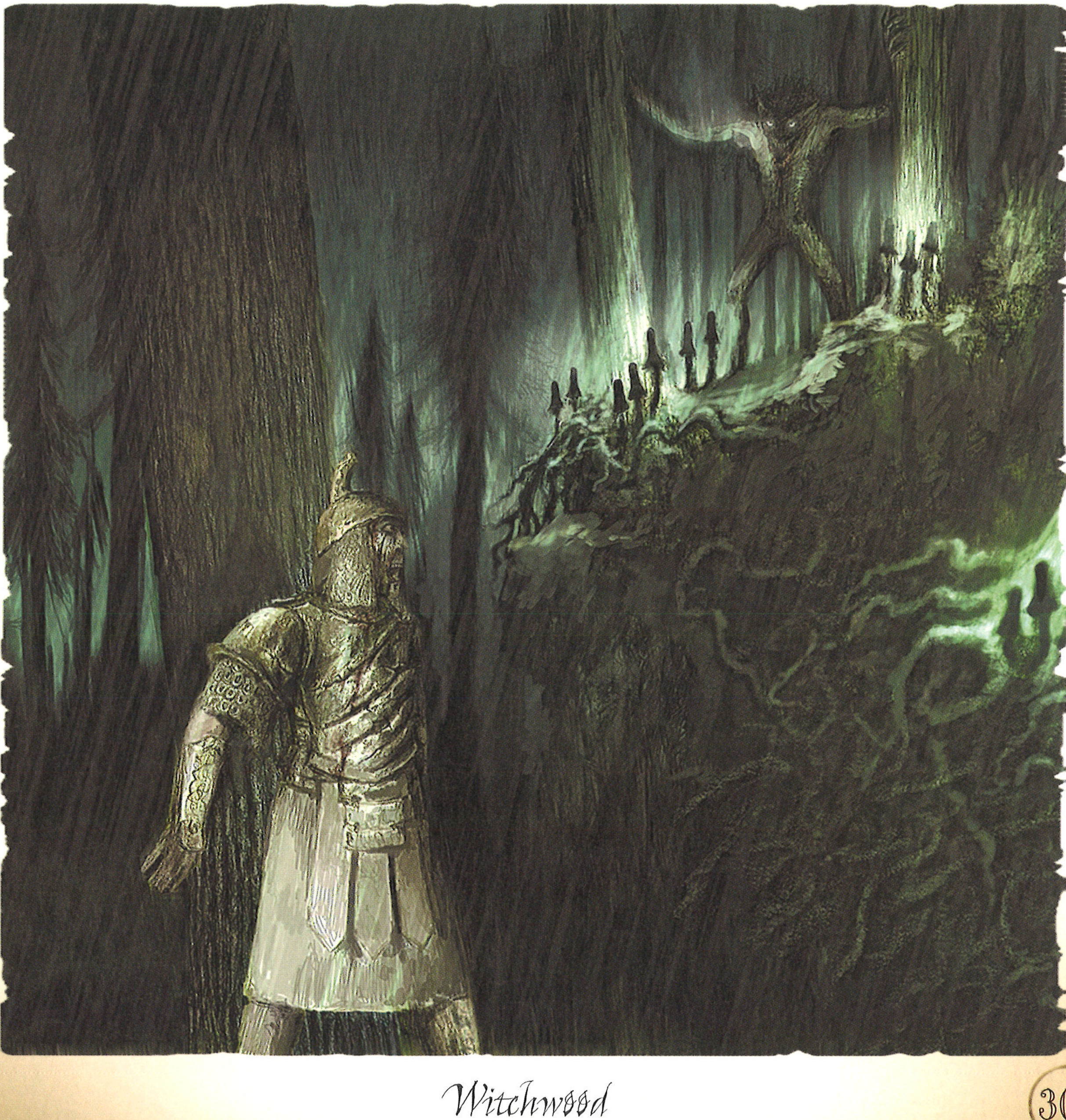
That's particularly true of the game's much-improved lock-on system. As Ted Timmins explains, "Its fix felt like it was 10 years in the making. We had a joke back in the old *Fable* test department that, while *The Legend of Zelda* invented the target-lock, it was *Fable 1* that broke it!"

The results of Lionhead's diligent work, it's fair to say, speak for themselves. "Looking back at the original *Fable,* I'm incredibly proud of what we created, but, honestly, all I can see now are the bugs that didn't get fixed and the hard compromises," Ian Yarwood-Lovett admits, "I always wanted more—stuff we just couldn't do back then—and *Fable Anniversary* delivers on those wishes."

DID YOU KNOW?

"There are over 400 different icons used in the HUD and inventory system—from pies and Health potions to wasp heads and even a cheeky middle finger!"

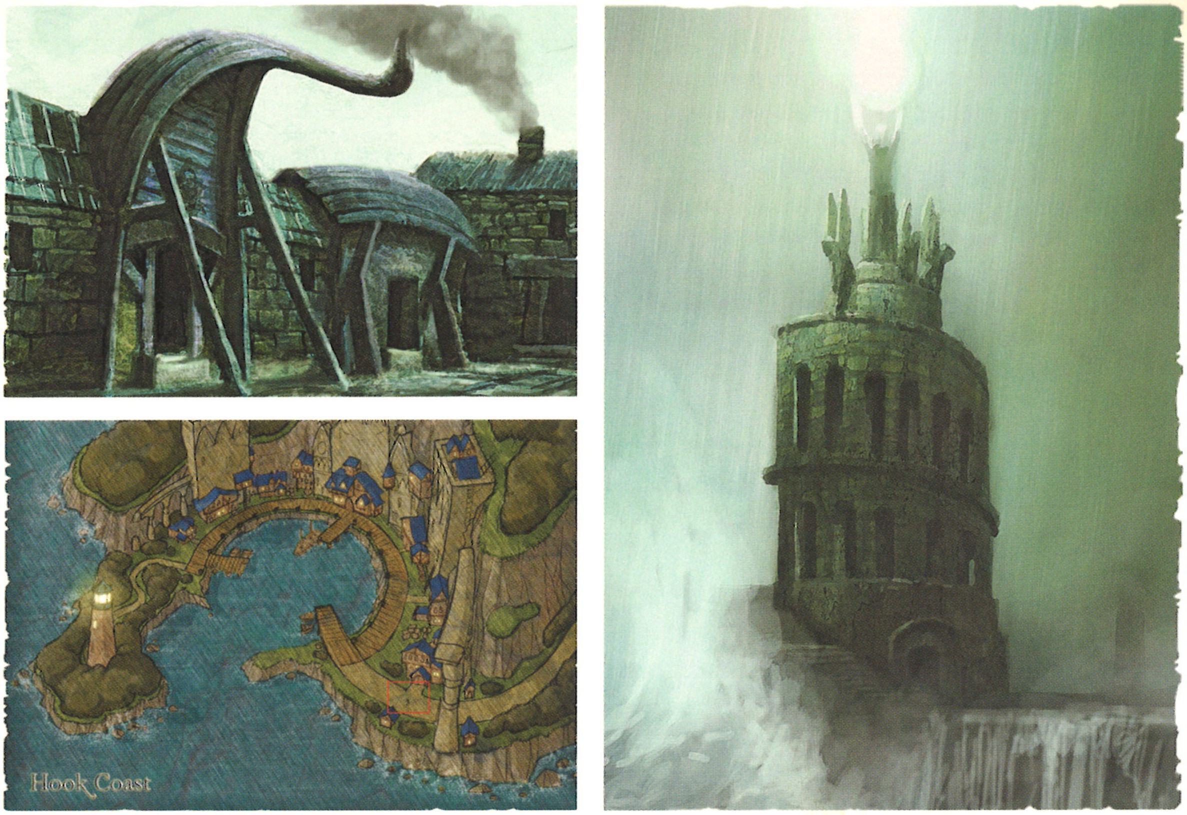
-Jenny Peers



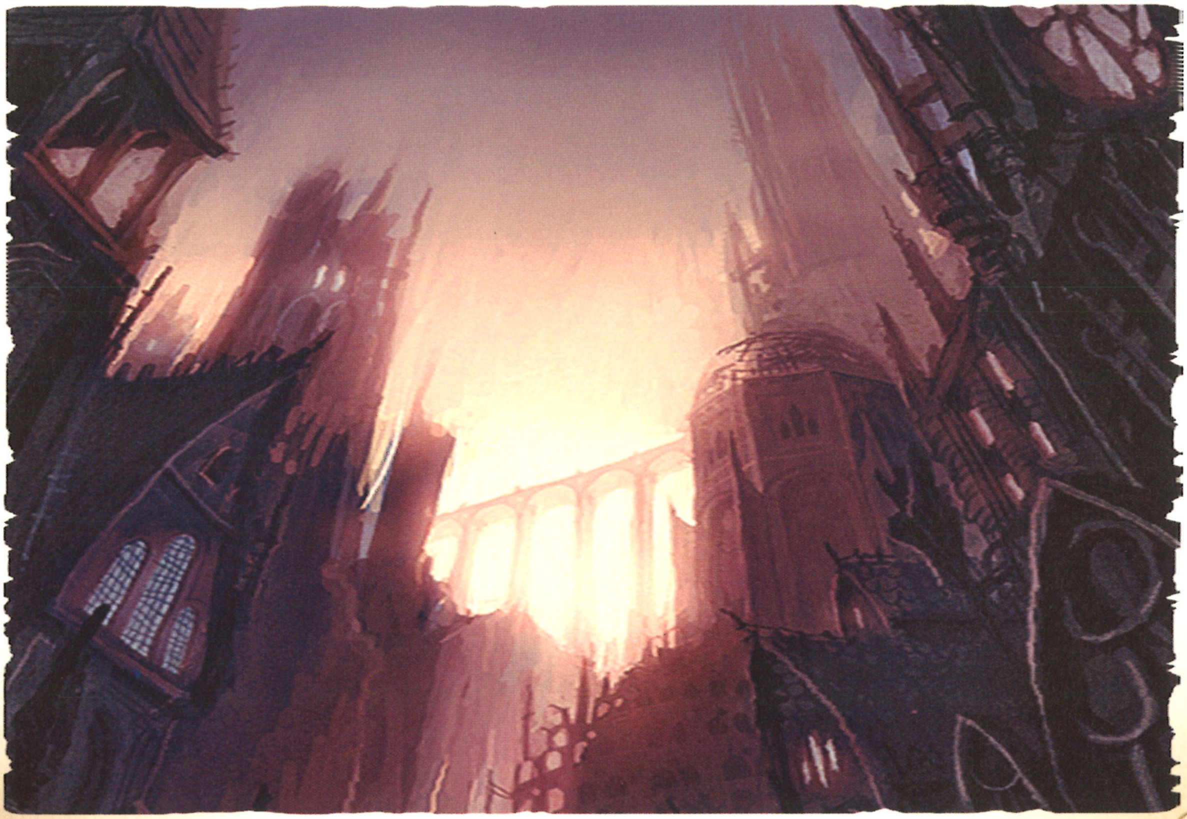
Witchwood

Oakvale

Heroes Guild



Hook Coast



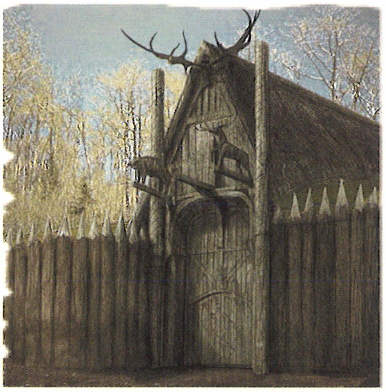
Necropolis

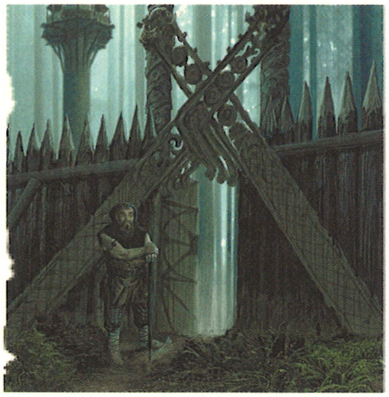
A LASTING LEGACY

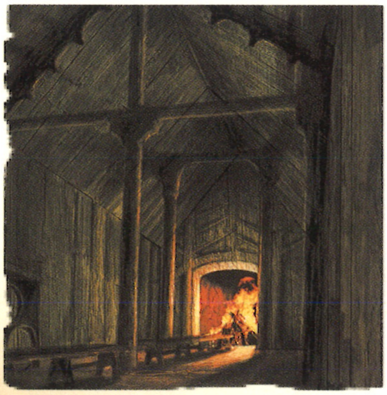
So 10 years on, and with *Fable* looking and playing better than ever, why has Big Blue Box's grandly ambitious role-playing game endured? Ask any member of the team and the answer, inevitably, always comes back to Albion itself. Art manager Mark Smart puts *Fable*'s success down to the world's distinct charm and eccentricity, and Adam Sibbick agrees, "*Fable*'s unique humour and sense of adventure still holds up today. I think we managed to get the balance right between exploration, heart, and just plain old British absurdity."

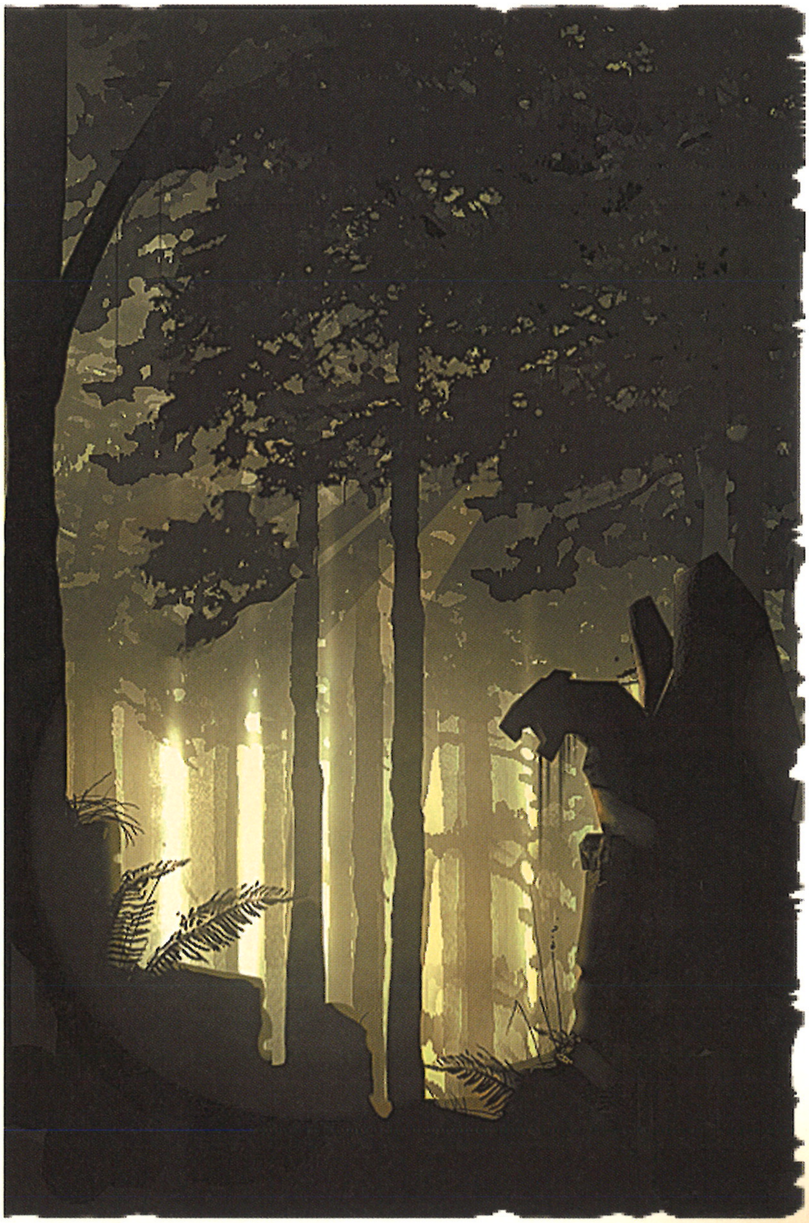
It's the game's singular silliness that stays with James Cobbett, lead software test engineer on *Fable Anniversary*, too, "A lot of open-world titles are populated with bland copy-and-paste characters. How many other games feature such a broad range of personalities as *Fable?* How many other games demand that you help out a Scouser who's desperate for the loo within the first 10 minutes?"

"There's an honest charm to the world," says Ian Yarwood-Lovett. "It draws people in and makes them





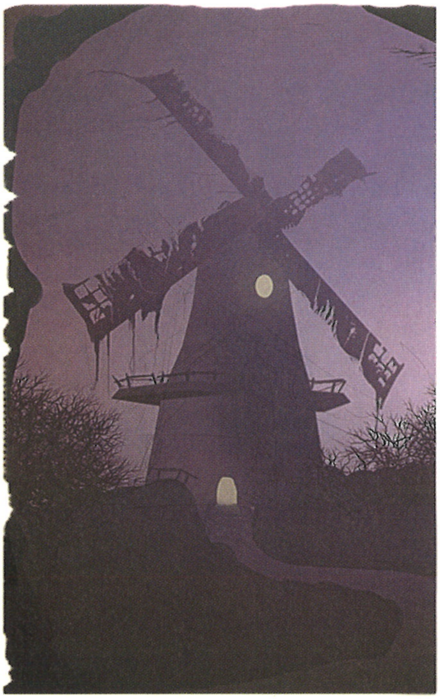


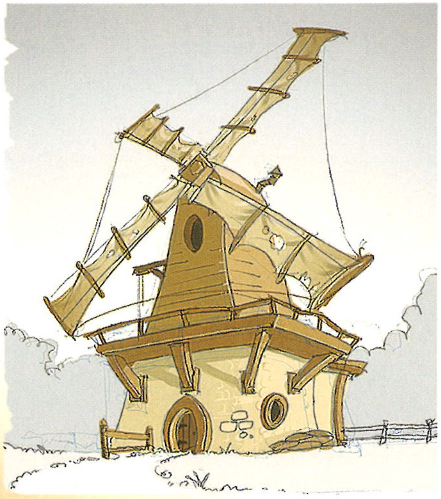


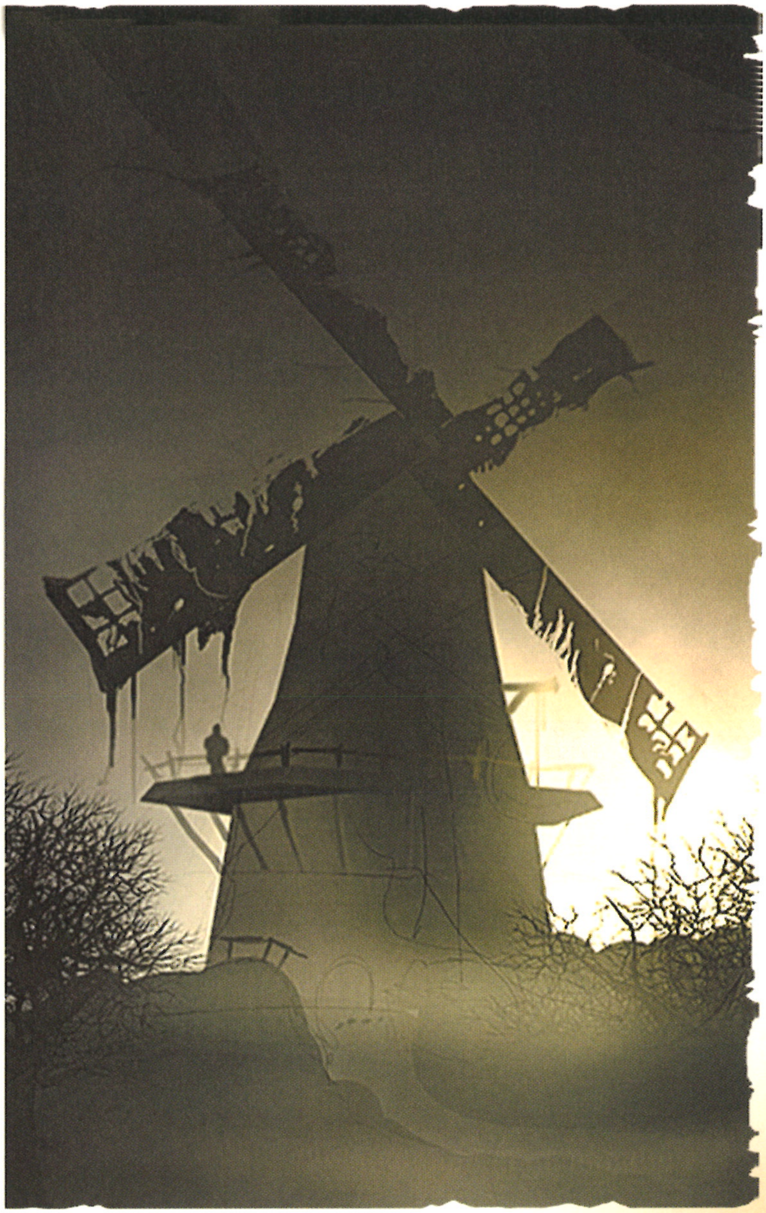
want to stay. *Fable*'s always been more than the sum of its parts; it's a hundred different ideas jumbled up and glued together that somehow just work." Simon Carter agrees, "*Fable* got the tone we were trying to hit perfectly. The palette was right, the environments were tight and controlled, combat felt punchy, and the world felt beautiful and convincing. Given that we had no idea what we were doing at the time, it really is a testament to the talents of the people involved that we got so many things right."

Perhaps Dene Carter puts it best, though: "*Fable*'s success comes down to the fact that a large number of people spent a long, long time making a world they loved rather than just a space for play. It comes through in the names of the pubs, the activities of the people, the art, the music, and the sounds.... It's Albion, and there's no mistaking it for anywhere else."

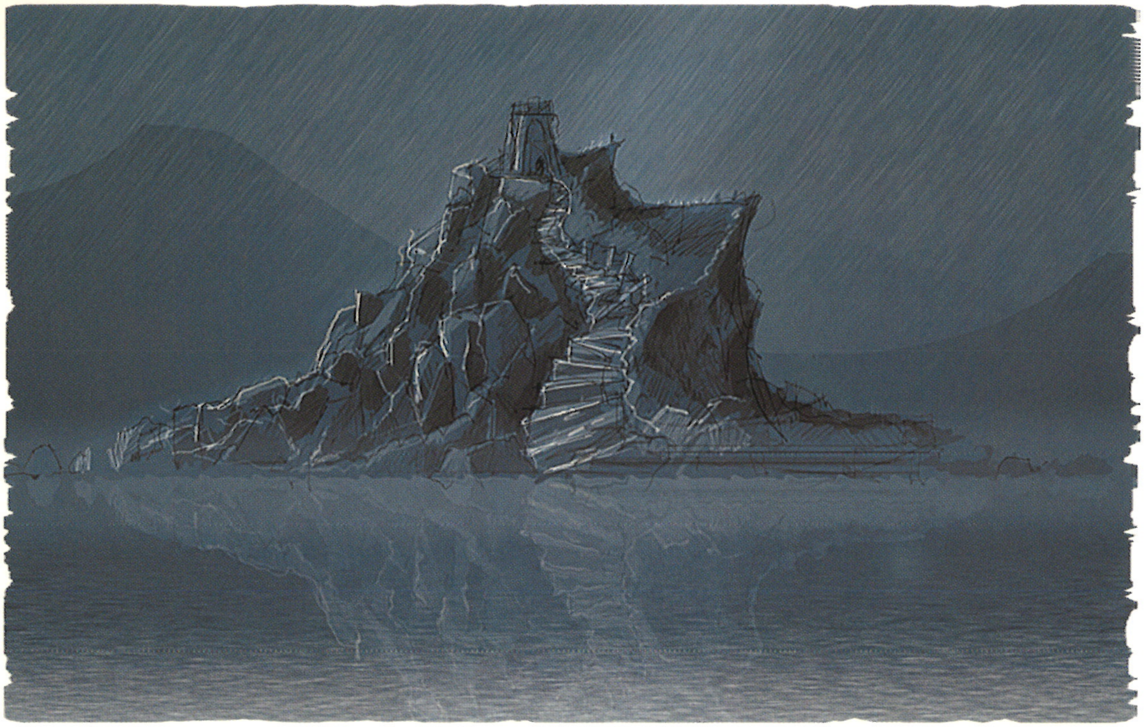
Special thanks to Chris Berry, Damian Buzugbe, Dene Carter, Simon Carter, Alexia Christofi, James Cobbett, Charlton Edwards, Ian Faichnie, Julian Glover, Alan Harding, Mark Hill, Louise Murray, Jenny Peers, Adam Sibbick, Ian Shaw, Russell Shaw, Mark Smart, Ted Timmins, James Vale, Mike West, and Ian Yarwood-Lovett for their invaluable help in creating this retrospective. And, of course, equal thanks to the entire Fable *team, both past and present, for taking us on an unforgettable adventure.*

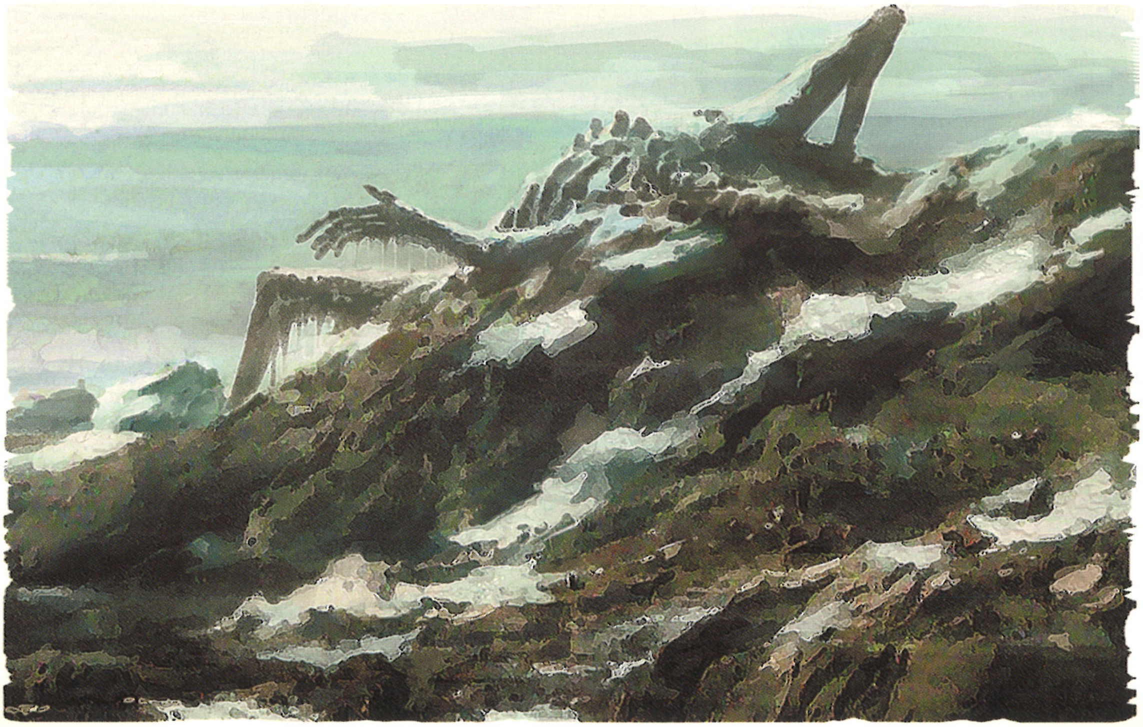




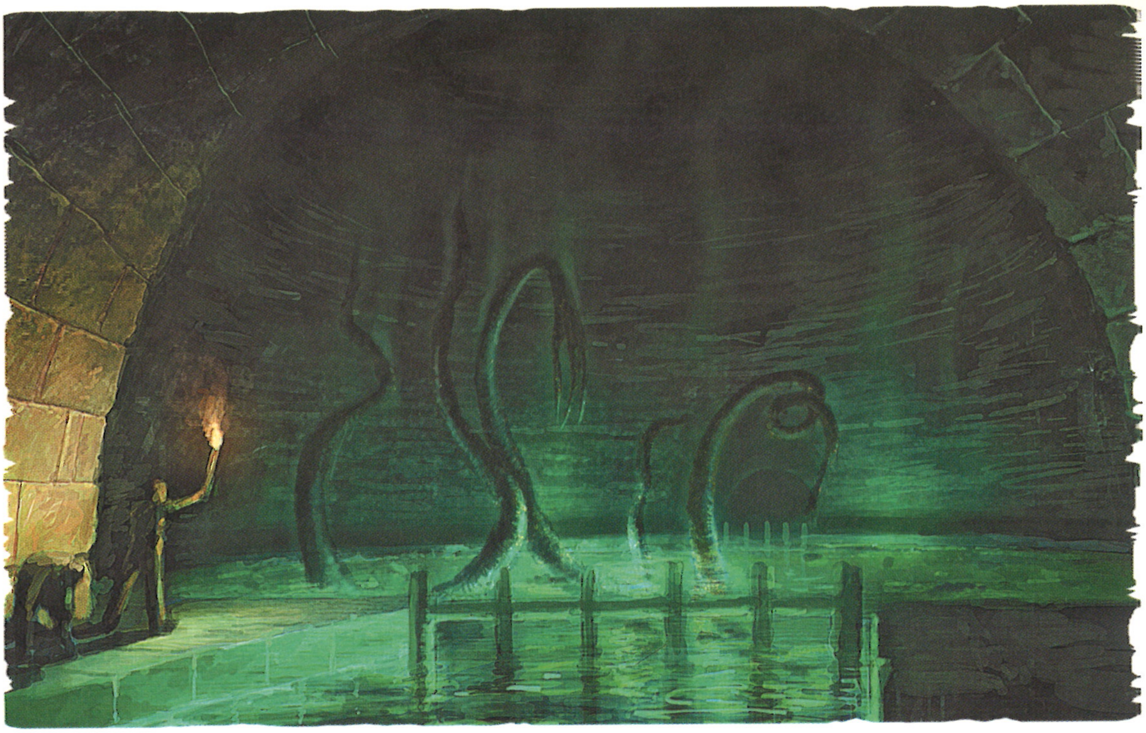


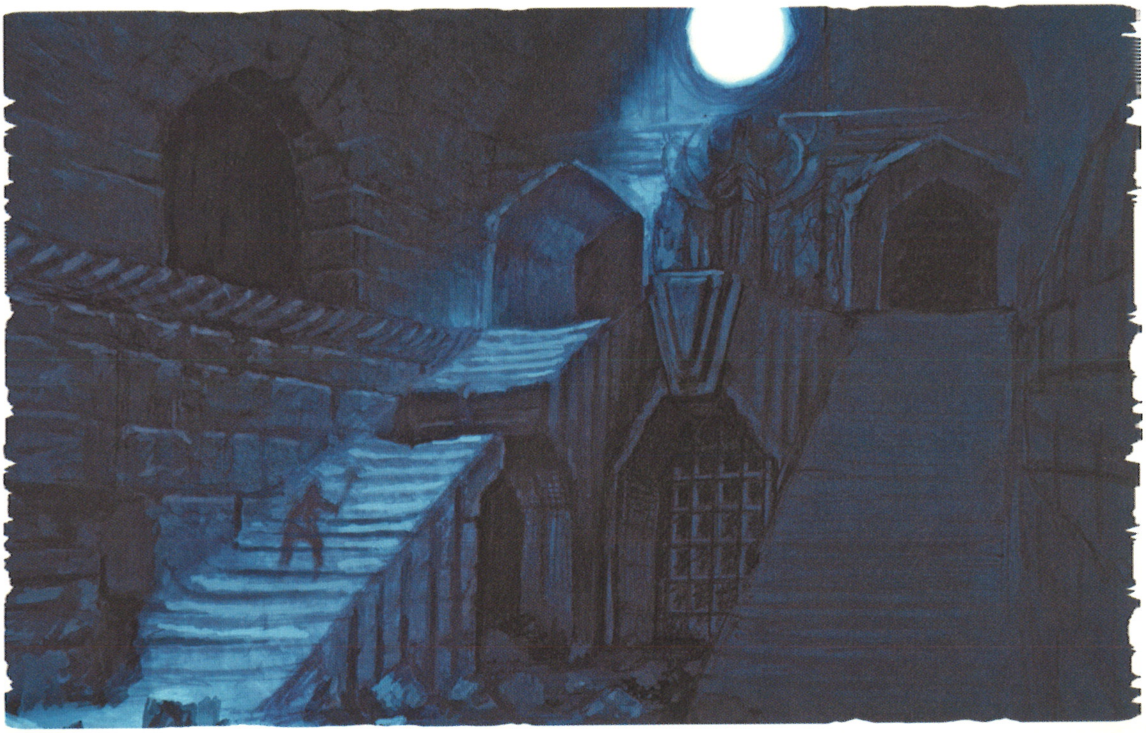
Windmill Hill





Prison Path

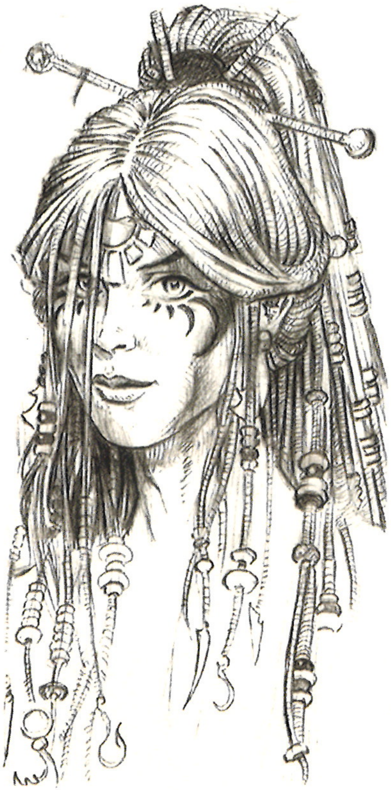


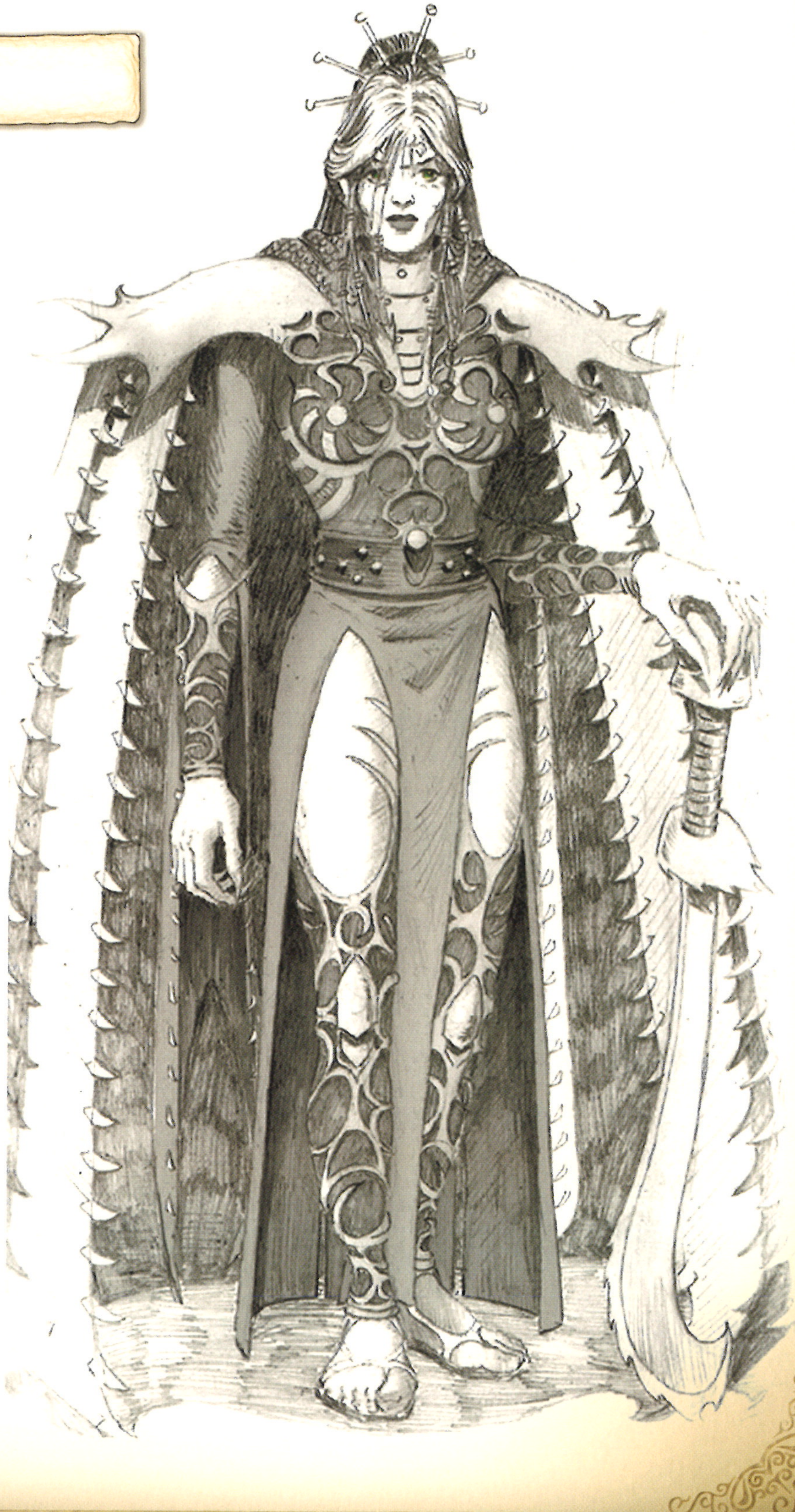


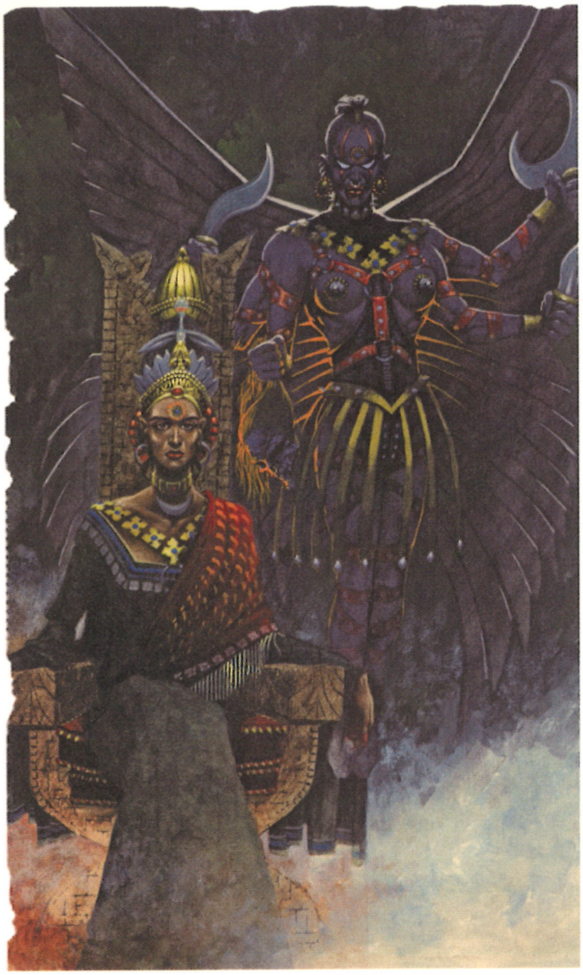
Bargate Prison

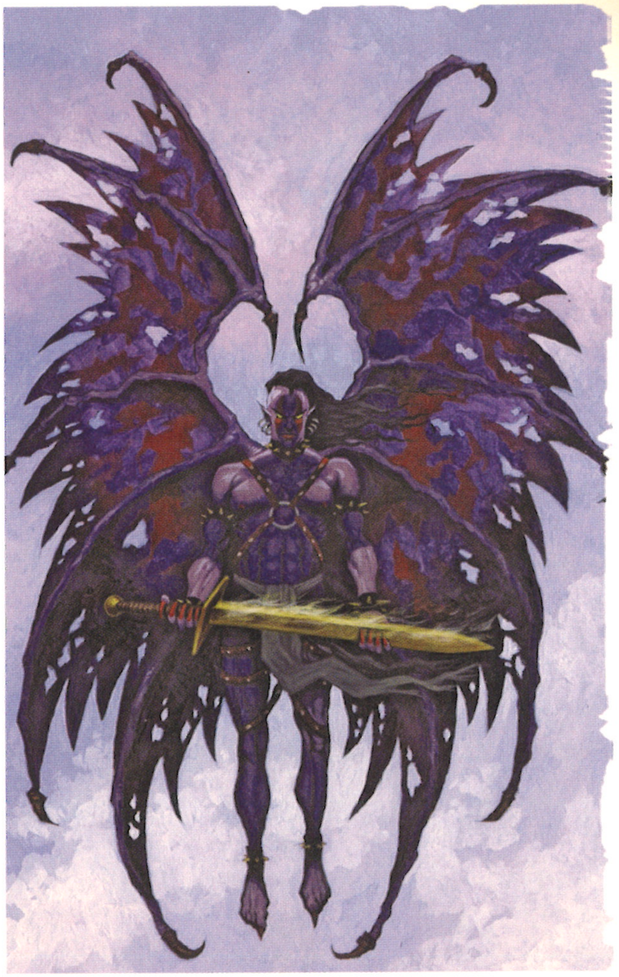
Chapter 7.2 ~ The Art of Albion: Untold Tales

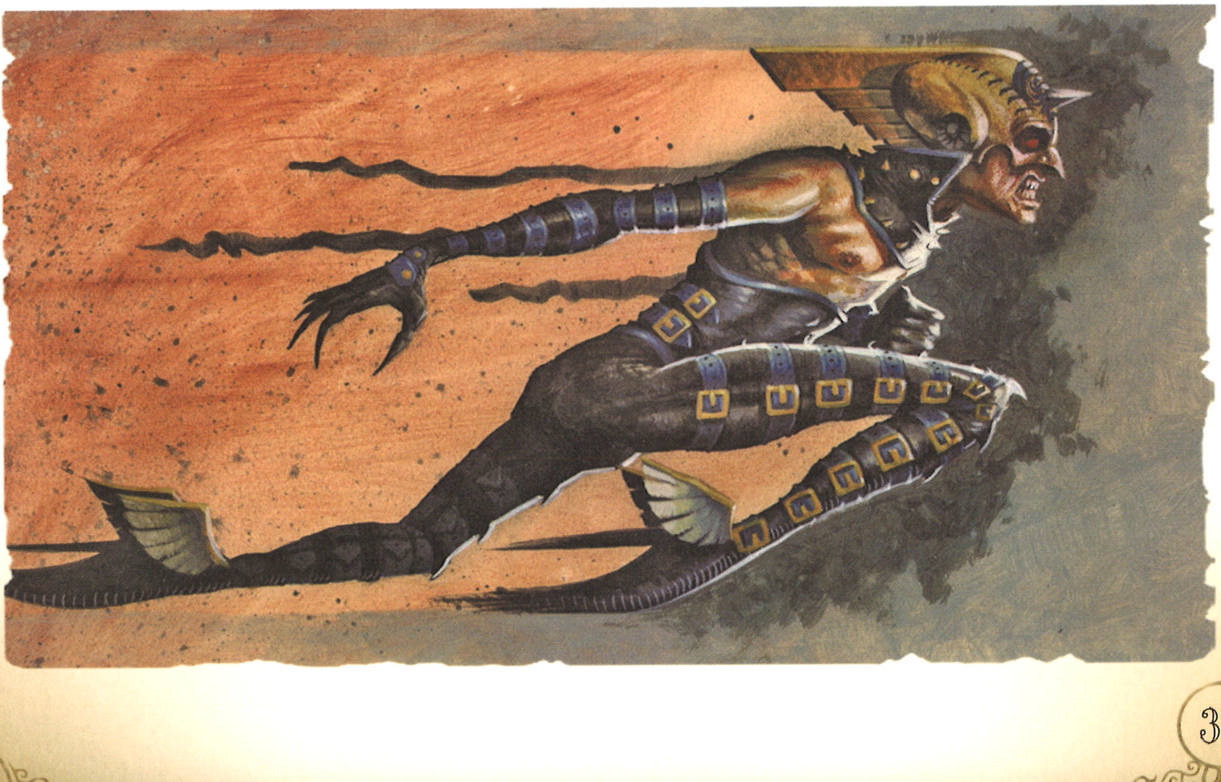
Hero



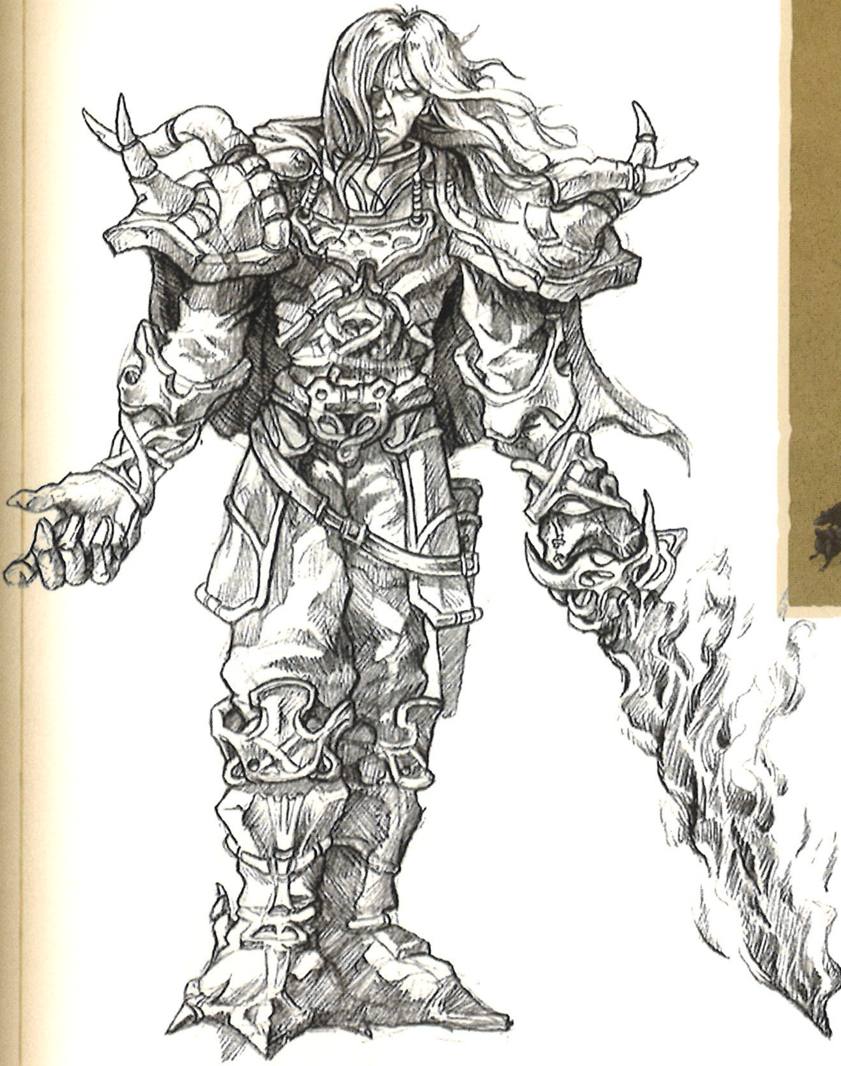


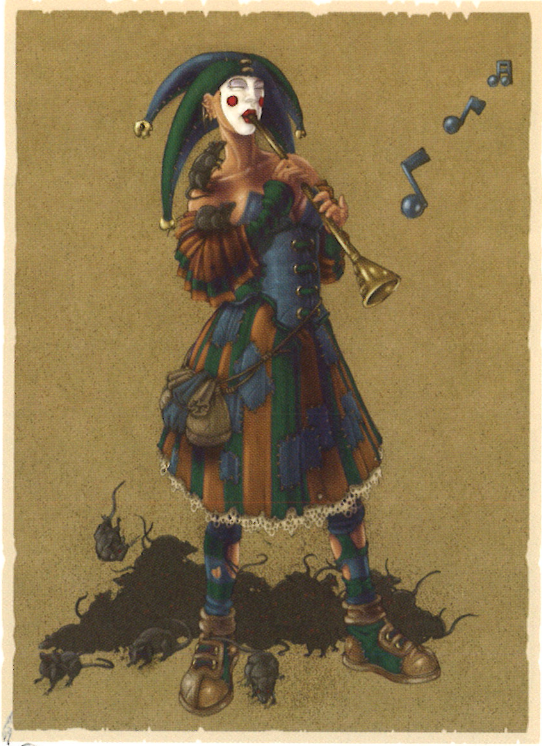


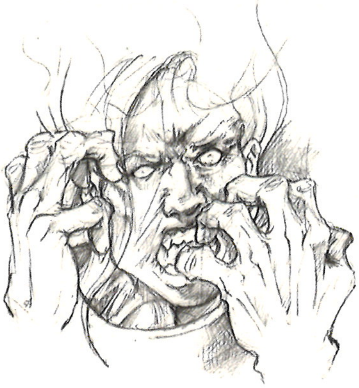


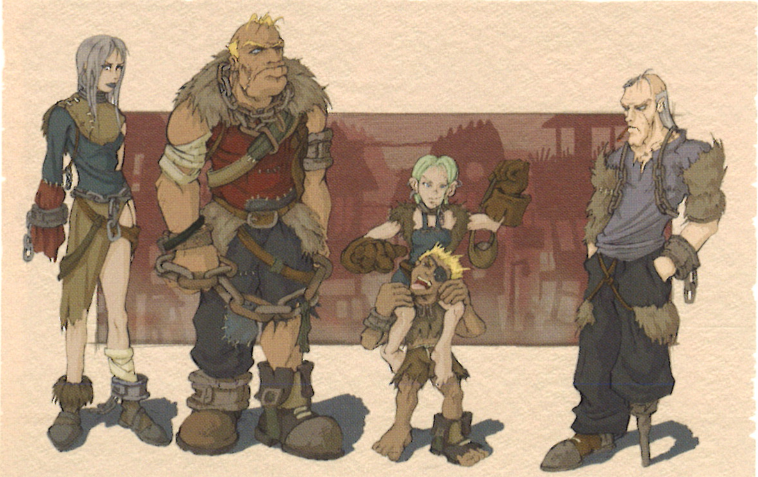


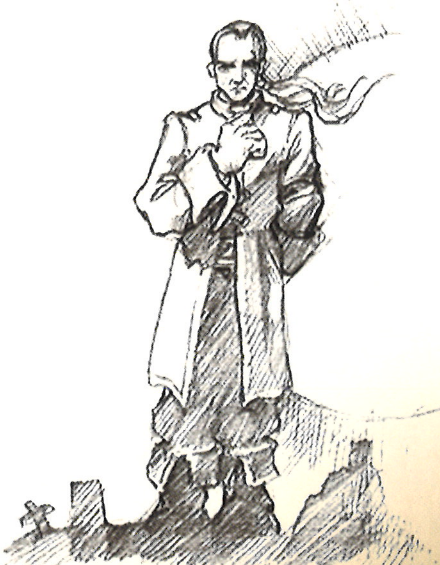
Characters



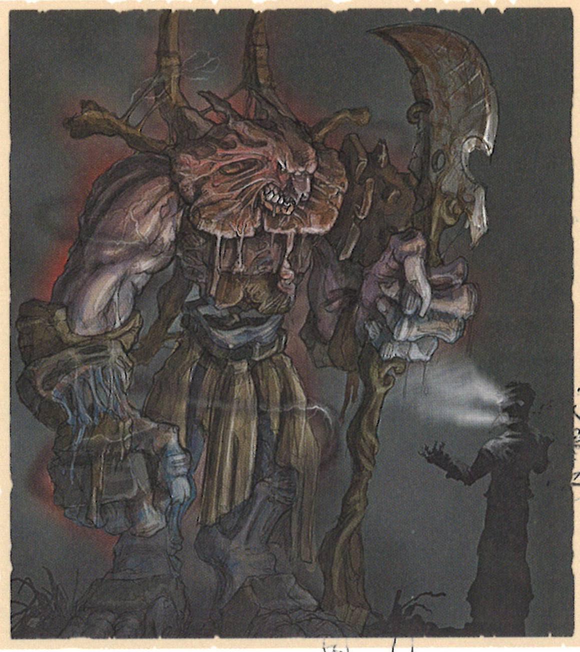


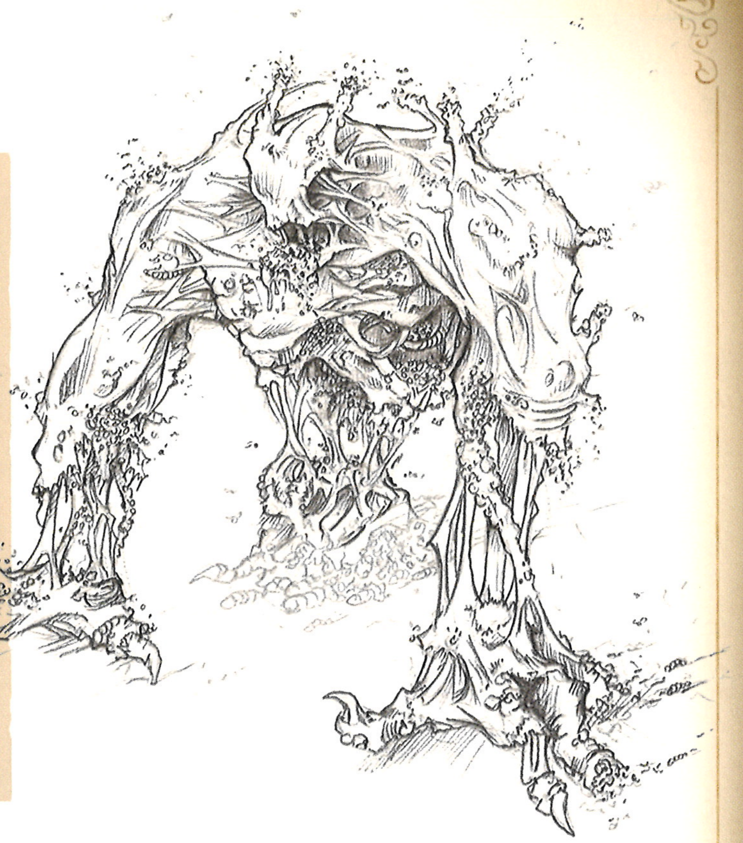


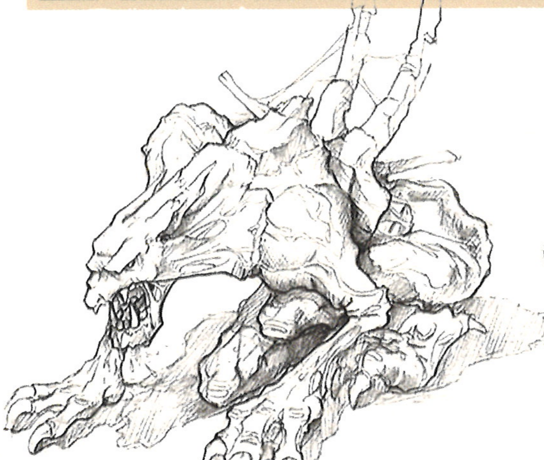


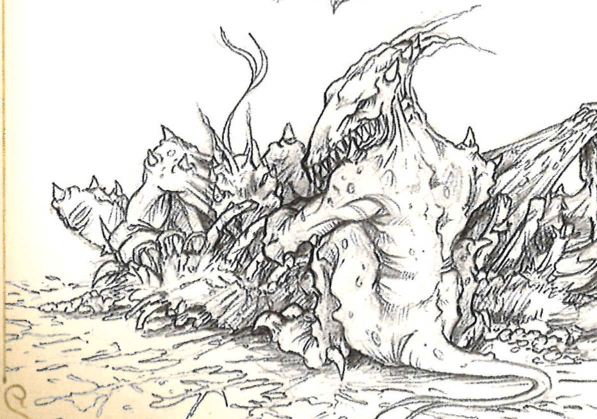


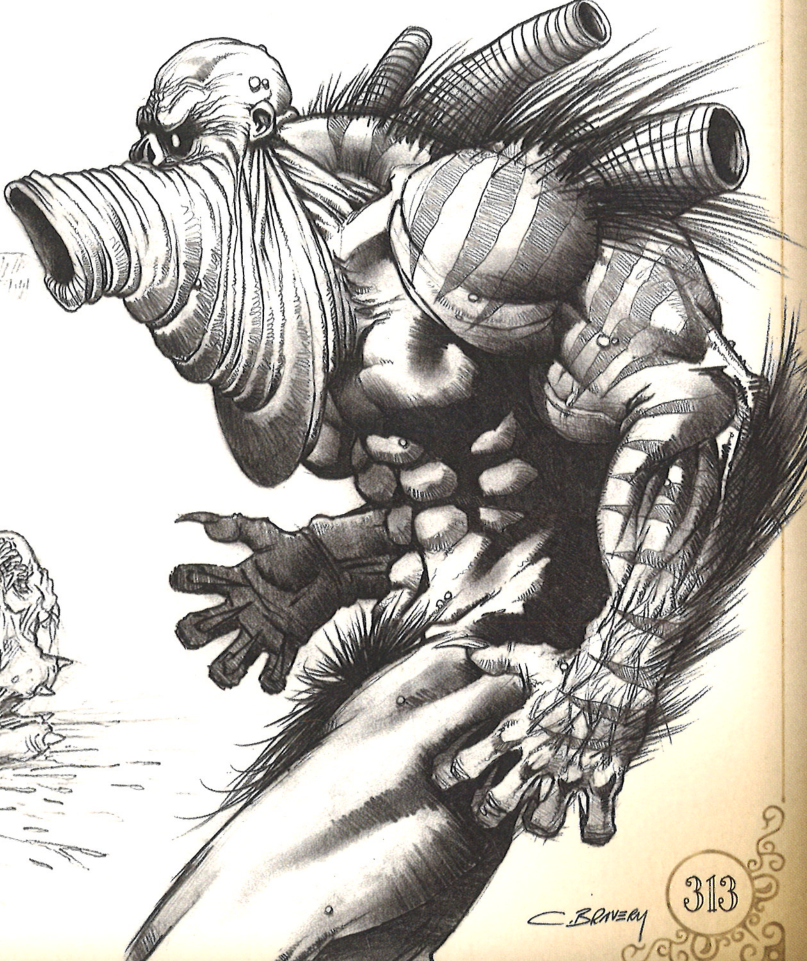
Enemies





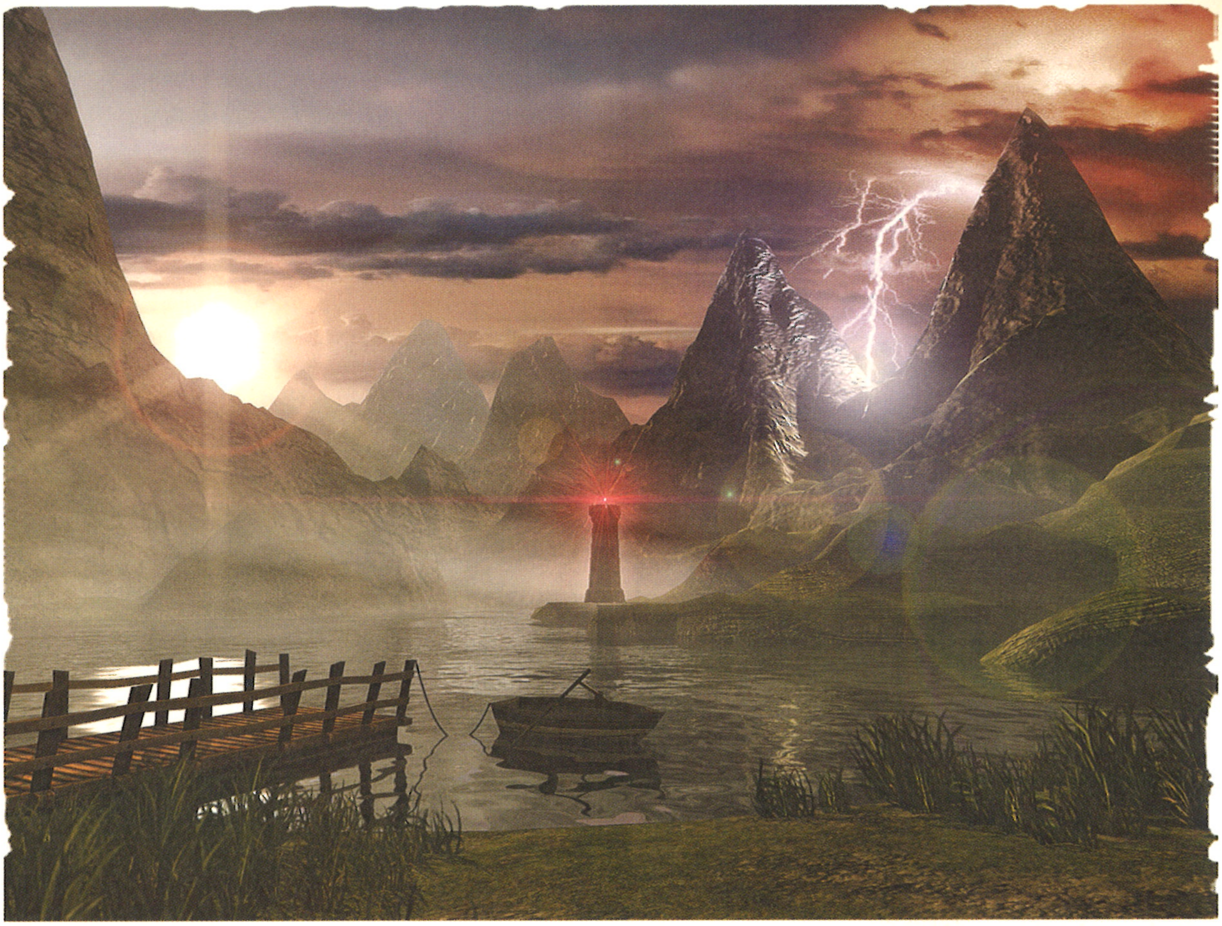


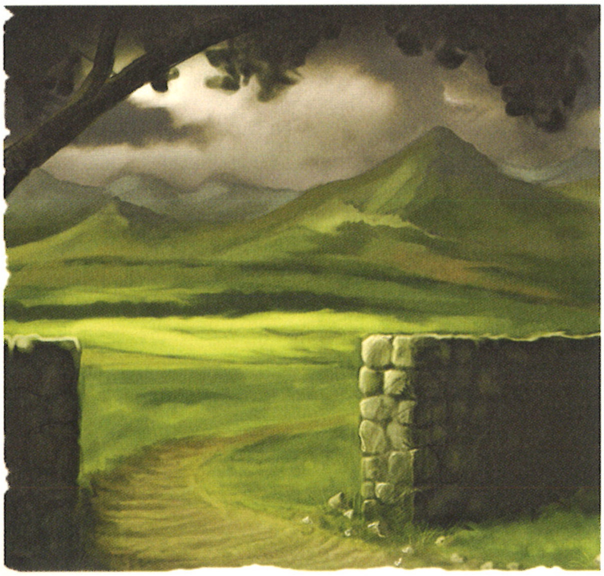


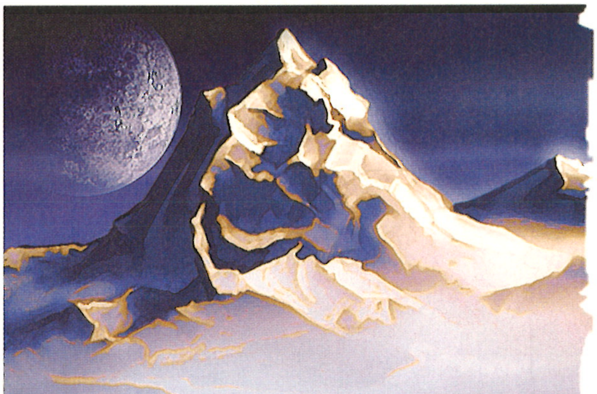


Environments

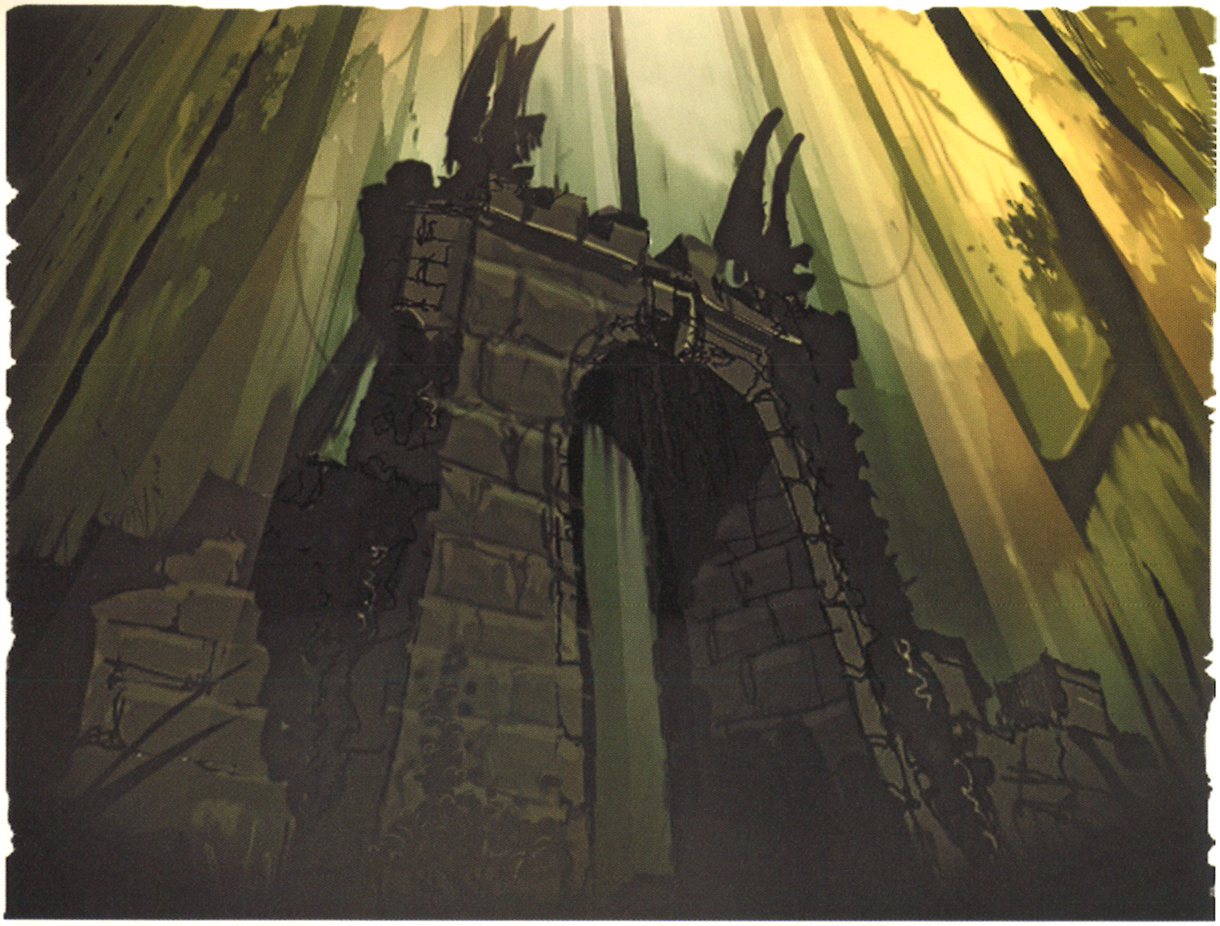
The Fae Realm

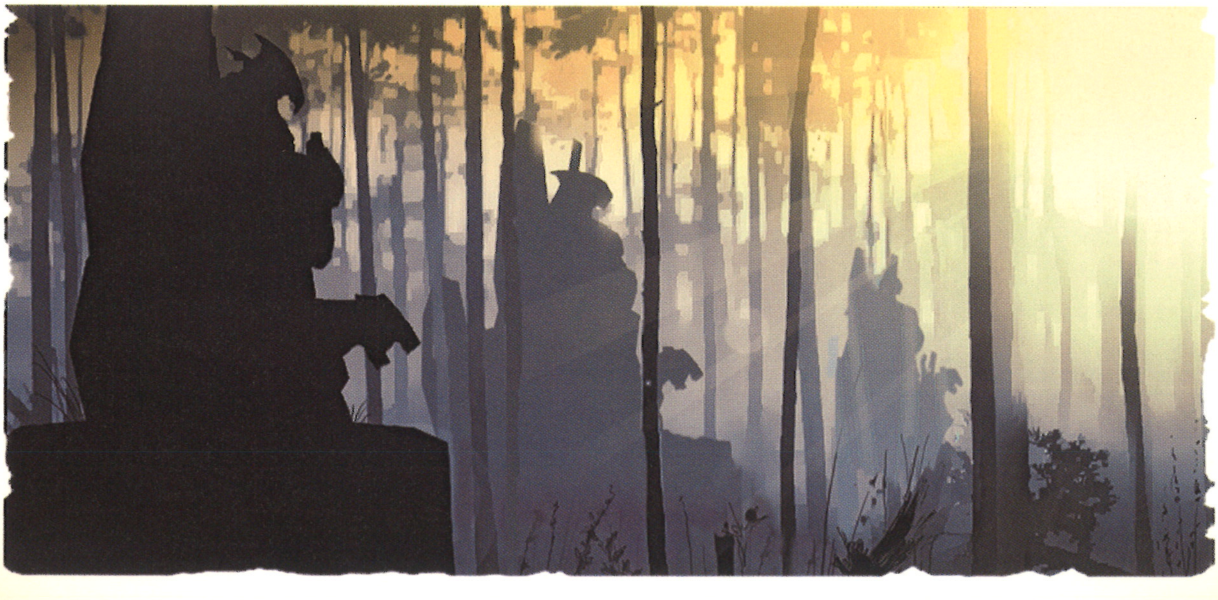




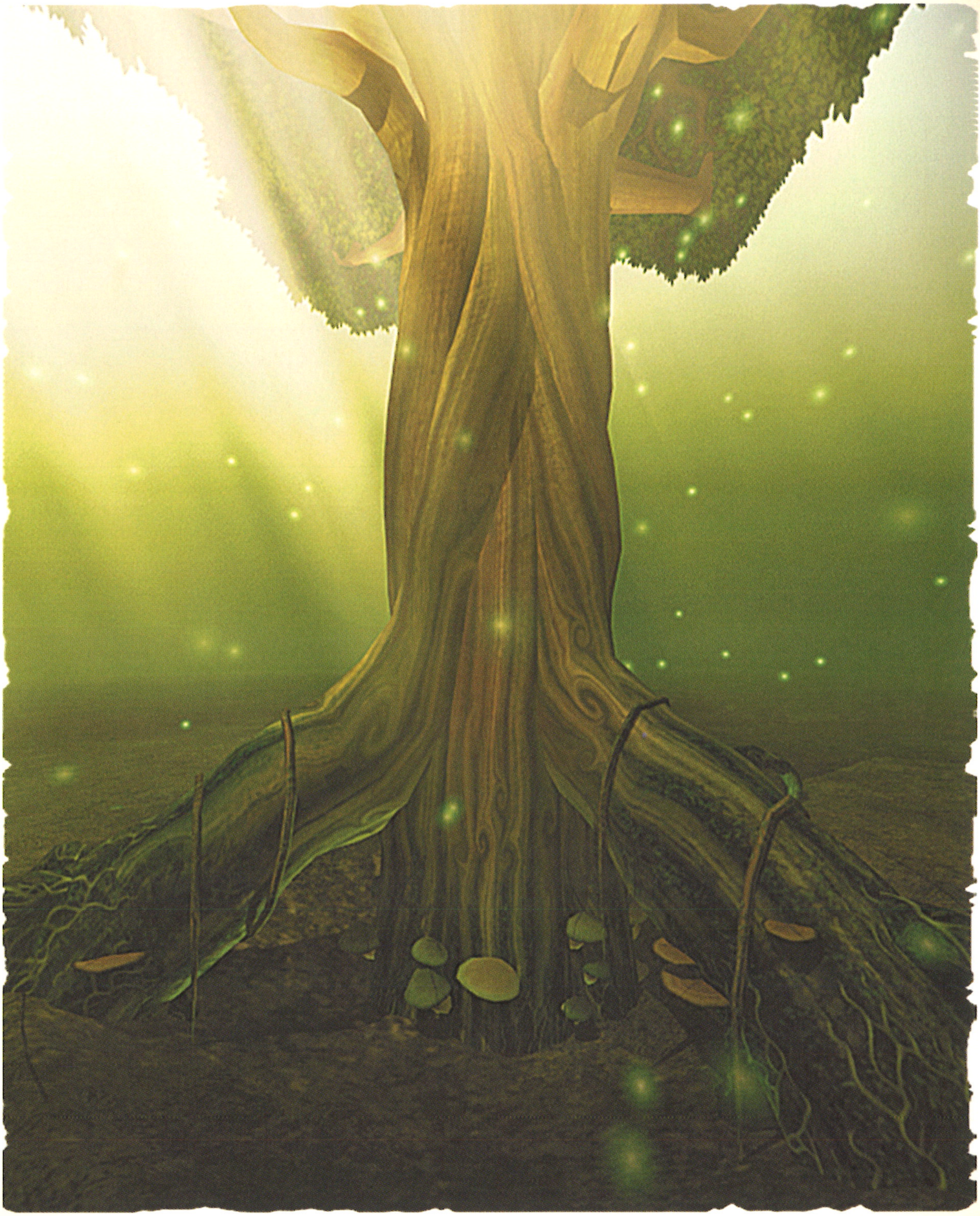


Mood Pieces

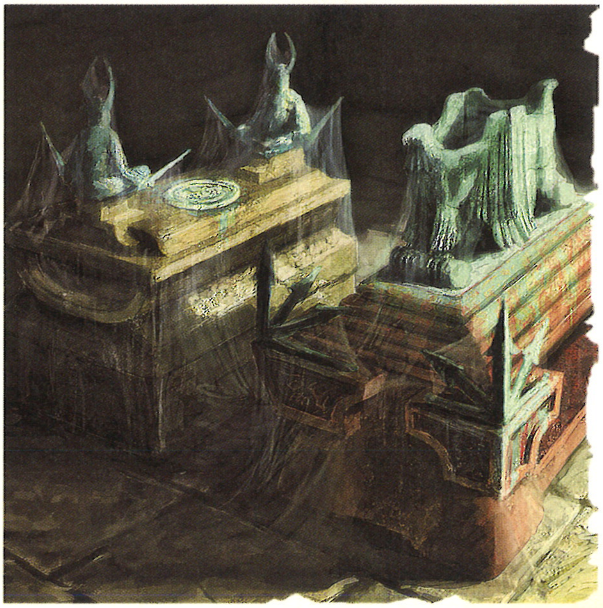




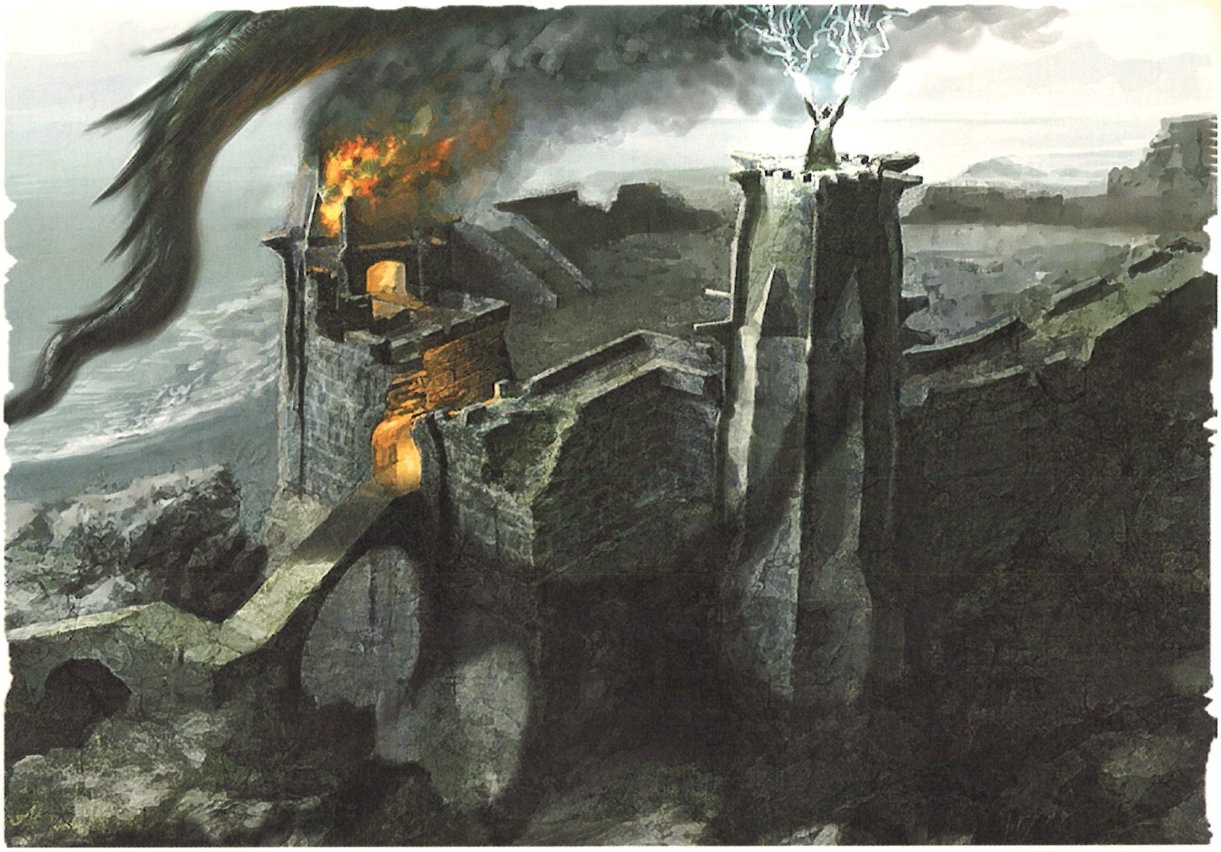
Old Kingdom

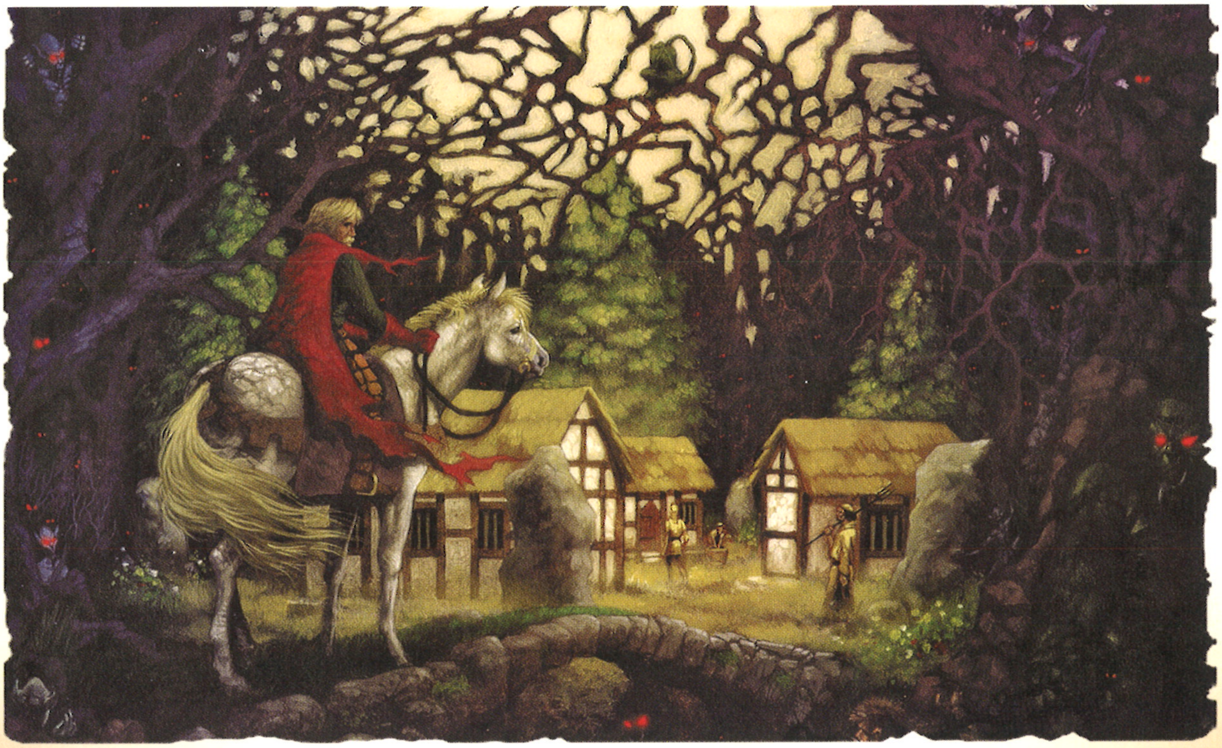


World Tree



Other Paintings





FABLE
ANNIVERSARY

Prima Official Game Guide

Written by Matt Wales

Special Thanks from Prima Games

Thanks again Matt Wales for helping with another Fable/Lionhead Studios project. You're the perfect fit! We really appreciate your professionalism and care to make an outstanding guide.

Julie Collins did a fantastic job, working closely with Matt and directives from Lionhead. I hope you love the final product. Thanks Julie!

Marianne Rogoff used her expertise to make sure text is accurate and reads well. Thanks again for helping out on another Fable/Lionhead project.

To Lionhead—Once again, your team proves to be incredible to work with. This project is one we'll all look back on with fond memories, be reminded of long hours (that paid off), and be proud of our accomplishments. Alexia, James, and Jenny were amazing and made sure everything in the print book and SmartGlass experience were top notch. Craig and Ted, I'll miss our weekly calls, dodging some for E3, Comic Con, many other conferences and multiple business trips. Through all of that, you guys were committed to making sure the strategy guide products (both print and digital) would be as good as they could be. I sincerely hope each of you feel proud to display the print book knowing you had a hand in it, while walking around with your Surface showing off the SmartGlass experience developed specifically for this game and guide. Cheers to you all...when does the next one start =)

The following people at Lionhead made significant contributions to the content in this guide:

Alexia Christofi
James Vale
Ted Timmins
Craig Oman
Jenny Peers

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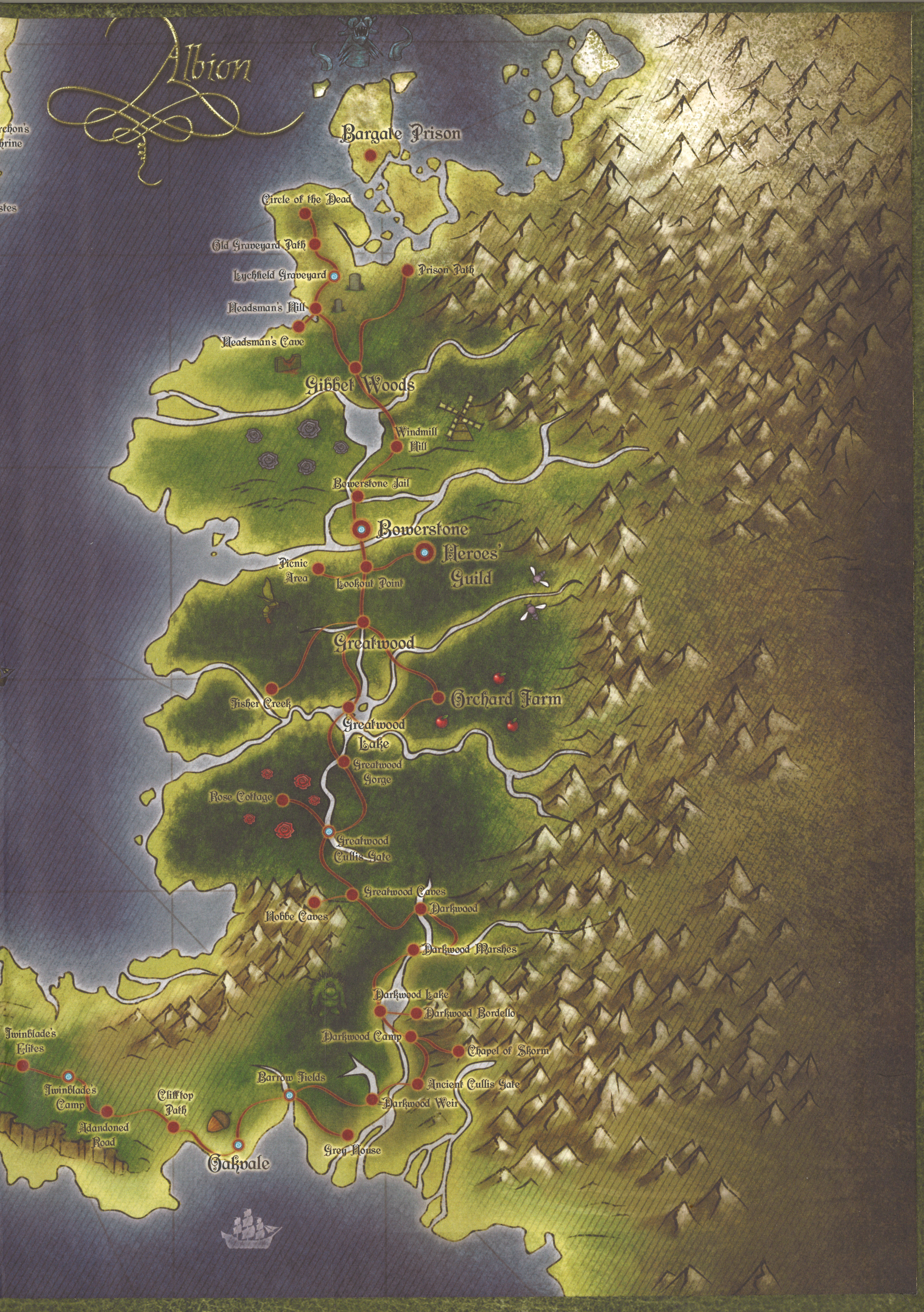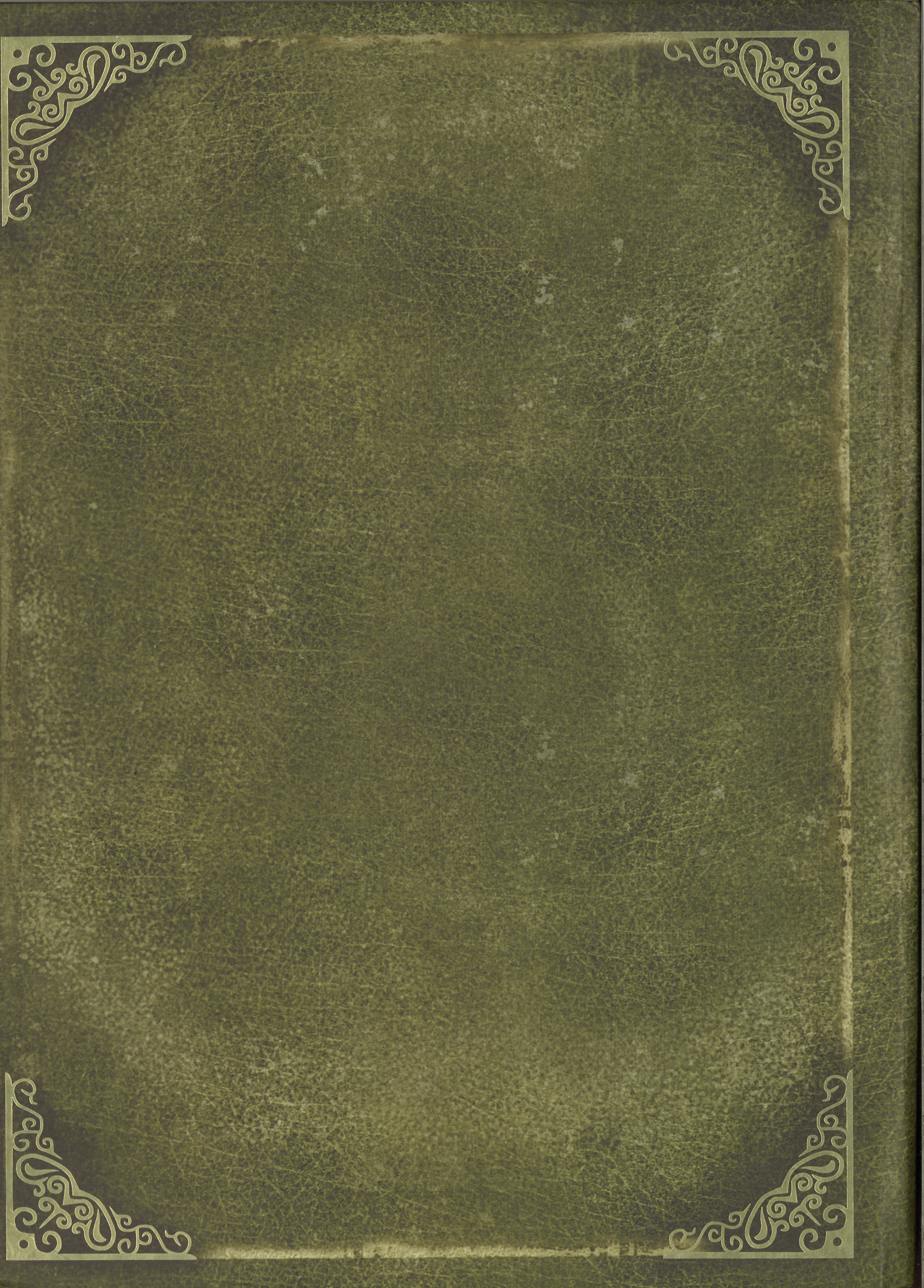
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Circle of the Dead
Old Graveyard Path
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Gibbet Woods
Windmill
Hill
Bowerstone Jail
Bowerstone
Heroes'
Guild
Picnic
Area
Lookout Point
Greatwood
Fisher Creek
Orchard Farm
Greatwood
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Greatwood
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